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IT'S THE

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ore freedom in your gan

Super Morio Land 2 - 6 Gal ture series: Link's Awokeni choose from. So, hosically to

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GAME BOY

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have a question for you. Why did you put the X and Y Buttons on the Super NES controt ned instead of C and D or something else?

Kyle Milner Warren TX

We went out and not the stretchs scoon Kyle According to Lance Barr, Product Designer for Nintendo of America, the letters X and Y on the Sweer NES Controller were used to correspond with terms commonly used in CAD dense and engineering. On the Controller, the A and B. Buttons are considered the "primary" Buttons while X and Y can be considered "recondary" Buttons, This is the reason why the X and Y Battons are a different cotor and are shaped differently. Even though the Battony could have been labeled C and D or something else and the fact remains that CAD design and video sames don't necessarily go hand-inhand, the X and Y designation seemed the most fitting

y name is Cathy Spenser and I live on Magi, Hawaii. I'm 17 and a senior at Maur High. My brother, Greg, usually sends his accomplishments and hints to you guys, but since we got Mario Paint, I've been addicted to Nintendo more than ever. Here, I've sent a preture of what it's like to live in Hawaii. The picture is of a sunset here on Maut at Kama'ote Beach Park. I do realize that you folks must

get hundreds of drawings and letters, but if you could print my drawing in your magazine, it would make me very harmy and usual bring me court revenue on my brothe

Zelda Jokes Q: How did Link win the basketball same for his team? A: He used his Hookshot

A! Leaver alone!

Q: What did Zelda tell Link when he couldn't unlock the door? A: Toforce Q: What did Link say to Ganon

when he captured Zelda? Victorville CA

Now that you've had time to play Star as and have seen what the Suner FX thip can do, what do you think of this new technology? Does it enhance your tome play? Have your first impress sons about the Super FX chip changes since you've experienced it? NINTENDO POWER PLAYER'S PURSE

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CLOWNIN' AROUND WITH THE SIMPSONS

Danny Carr from The Colony, Texas was selected as the Grand Prize winner in our Player's Poll Contest from Volume 39. A trip for Danny and his father to Hollywood and a tour of Fox Studios were the major planned events, but the best part of the whole trip was getting to meet

Matt Groening. You should see Matt's office! As you might Noticedo Fower editor Lastic Swee and Genry took a pit stop

merchandise and memorabilia these showing of the Serperis poster for the top Main also had the Simeson's average immed to Secret as per of his pro- peckage. Main a real game in his office and he put forth "y greet pay" the video challenge to Danny. The group also took a lunch break at the Fox Studios commissary. Heads were turning as Dunny sat in the midst of such TV

stars as Neil Patrick Harris and James B. Sikking, otherwise known as Doogie Howser and his TV father. The cast of LA Law could also be seen chowing down in close proximity. To round out the trip. Durary and his father spent their final day in summy LA at Disneyland. As the Bartman would say: "Cool, man!"

EDITOR'S CORNER

50 issues later...we're monthly, readers, we've not the Saper Power Club and we've not three systems worth of software to write about Why. I remember the days back in 1988 when we had to walk through 10 miles of waist-deep snow just to meet our deadlines. Luckily, all that's behind as now. The real excitement lies in what's ahead The next five years should produce leant in puming technology that May we celebrate Nintendo Power's 100th Issue topether!

Golf Tilden

nde Pewer Sub

Concurar Service

Same Counseling

STAFF Richard Kets Gel Mides

Editional Consultants -

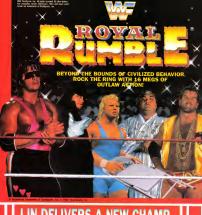
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VOLUME SO - JULY 1889

VOLUME 50



LIN DELIVERS A NEW CHAMP

No holds are barred in LJN's new pro wrestling title for the Super NES, and with 16 Megs, it's bigger and better than 1992's WWF Super WrestleMania. WWF Royal Rumble has a new lineup of fast-talking superstars vying for the bragging rights, and each has a special move. There is more variety to the play, more precision in the control, greater clarity in the graphics.

ment championship. Or if tag-team's your same, either pair up with a friend or let your friend field a team to challenge you. Of course, the ultimate test is the Royal Rumble.



Learn the expen by playing one on one or say team. There are lets of course to learn and control techniques to measure





Six weathers take to the rwe at once for the Road Rumble which is long on ection short on rules

Unknow with the ref's cell? You can do more than just well at the him in this same. If you bump him, he'll be temporardy dazed. If you run in to him at too speed, you can actually knock his lights out.



Nabady part and these seption of a boil with a little barro but. s full fiedged not seek put herfrom for the rount

Brawl action isn't limited to the ring. You can throw your onponent out and use whatever mount necessary to knock him out. If there's a chair handy, stun him with your fist, erab the chair and use it to bash him ower the head

While your opposed is seeing

HOLDS

Go ahead, break the rules. You can get away will all kinds of dirty moves in all modes of the same. And when you're playing tag team you can set your partner in on the illegal action. too. You can use choke holds or so for the eve souge without worrying about the ref interfering







ONE-ON-ONE

In the One-On-One Mode, you can challenge the computer or take on a friend in either a Brawl or a One-fall match overseen by a referee. In Onefall, wear your opponent down enough to pin him for a three-count. Don't waste your energy trying to pin him before he's tired

RING TOSS

Wrestling action isn't limited to the ring If you stand next to the rones and press Y you can throw your concount out of the ring. He'll be stunned for a moment after landing. Take advantage of the situation-land a Special Move. To return to the ring, walk back into the apron





THE BEAT

If you chose to Brawl, your time out of the ring is unlimited, but in a One-fall Match, the ref will bring the action back to the ring in short order, so keen an eve on the time. And remember-there are no rules outside the rones













he Macho Man, a two-time former World Wrestling Federation® Champion, is known for performing his special Flying Elbow Drop from the top of the turnbuckle. Like many superstars, he's an outrageous dresser.







the circuit, is a two-time tre-team champ. He claims that he can buy anybody in the league. The Million Dollar Man's trademark move to the Million Dollar Dream Steenerhold





COMBINATION MO

You have to master basic moves to be competitive in westling action. When you have those down out, you'll learn combination moves-the







Another effective move to any whole he's and down is the Knee Ding

Use the Run and Hip Toss Throw your opponent into the ropes and as he rate back at you, prox 8 to floor him with the No.

Many moves pack more punch when they're used while either you or your opponent-or both of you-are running. The combination produces some of the most flambovant moves









Hip Tess e ruening ippi When your opposed in flet on him back, press Y to run then it is nectors the Stody Phone Show Day.

THE NARCISSIST





The Narcissist, aka Lex Luger, has an ego as but as his mustles and they're massive. Once a probodybuilder, he now concentrates on showing off his strength in the rine. He throws a newerpacked Running Forearm



YOKOZUNA





Trained in the art of Sumo Wrestling, Yokozuna made a big splash (all 505 pounds of him) when he joined the wrestling circuit A master of weight manipulation, he puts all his pounds behind his dreaded Banzai Drop.





TAG-TEAM TRAUMA

Tag teams can include either two or three wrestlers who compete in One-fall or Brawl matches. As they do in one-on-one matches, refs intercede in the Tag-Team Mode but the Brawls are free-for-alls. You and a friend can either field your own teams or team up to challenge the computer.

AY TAG

When their energy runs low, fatigued men can tag their teammates, who then take over in the ring while their partners recover. Team members in the wines do more than just wait, though-they can punch or grab opponents who come within reach





ON-THE-ROPE

If you can keep your opposes on the rope for a moment, a teammate can pitch in with a well-timed choke hold. And while the chokee is busy trying to break the hold, you can do some damage of your own with a quick punch or perhaps a Fly-











At 6'7", Cuban-born Razor Ramon towers over some of his opponents. He's notonous for performing a special move he calls The Razor's Edge, a brutal backdrop that he uses when



SHAWN MICHAELS





A one-time winner of the intercontinental Champiceship. Shown Michaels considers himself to be the sexiest man alive. Who would aroun with him? Only the rest of the World Wrestling Federation ranks. His special move shows off his fine-physique.





OUT OF BOUNDS

When you take the action out of the ring in the Tax-team Mode, it can quickly become a fronfor-all. The two teammates who have been worting their turns can now enter the free









The Triple Tag-Team Mode is much like regular tag-team wrestling. You won't actually see the third teammate until one of the two men you do see tags out. The third man then rotates in









RIC FLAIR



"Nature Boy" Ric Flair is a two-time champ. He's not as big as many of the other wrestlers in the federation, so he relies on brains. Flair is a ring strategist, considered by many to be the craftiest man in the sport









One of the biggest wrestlers, Crush prefers brute strength to braingower. In fact, his idea of using your head is to crush it between his bare hands. His trademark special move, the Cramum Crunch, is dreaded by opponents.





THE ROYAL RUMBI F

Simply out, the Royal Rumble is the ultimate test of skill and brute strongth. All 12 wrestlers take part, with six in the ring at one time, and it's every man for himself. There are no rules. No holds are barred. The wrestler who stands alone in the end is the Royal Rumble Champ, and he is truly worthy of the title "Kine of the Rine"



TONIGHT'S MATCH

NOT YOUR REGULATION

It starts with two men going head-to-head just like any other match, but the action heats up quickly. Other men are added at regular intervals until six are in the rine The remaining wrestlers enter as men are climinated. When all 12 have joined the fray, the match continues until a single wrestler remains



le treete Suphie Marke all compry His planty with a





serves up a Depokek for Fla Souge retounds of the ropes to

Sweep cost for the Elbow Drug as Mr. Perfect estate, the ring lithings get interesting as the erro Mile





A proud Nance American, Tatanka marally performs a victory dance around proponents when he ats thom. To perform his famous Reverse Fallaway Slam, he throws opponents into the roses



BRET HART Canadian Bret "Hit Man" Hart has the titles to

back up his beauging. He has been World Wrestlinz Federation Champ, Intercontinental Champ, Sharmshooter move with even



DOUBLE TROUBLE

You can opt to play a two-player Royal Rumble with a friend, but only one will survive. If it comes down to the two of you, it'll be a bristal one-on-one to see who takes the title.













NO REST FOR THES Try to wear down your opponents.



No strong to be elemented—he becomes right back.



way to the Royal Rumble Champsoning

one by one. When they tire out, you can throw them from the ring pitch a wrestler out when his energy level as too high he'll just bounce off the ropes back into the ring. Try to conserve your strength, and be sure to watch your back. Double-teaming is a popular stratogy for Royal Rum-





A former Champ. The Undertaker resides in Death Valley, California, He's an agile mover who is obsessed with death. His special move. the Tombstone Pilednyer, is designed to make



Nobody's perfect" are fighting words to this

idliner, and the combination of arrogance and power have proven successful for him. Mr. Perfeet's favorite move is the Perfect-plex, which he elsima always works

MR. PERFECT



He can asiably dan to got a













ALLEN

SHEENA

This Run Saber cyborg was developed specifically for combat. Alten's weapon is the Thunder Saber. It has an internal plasma generator that creates a slash-

Shoena has the same abilities as Allen. However, her wespon is a bit different. The Ice

ine burst that will obliterate most minor enemies on contact. Alone, Kurtz is stronger than Allen, but the

Saher she wields uses an absolute zero chill to fireze ene mics. Once an enemy is frozen, it will automatically disintegrate because its molecular composition will have been radically disrupted.





CYLINDER MUTANT This cyborg beast won't reveal its true self



WALL OPPRESSOR Your quost will come to an end if you can't defeat this living wall.



to take a swine at the Wall Boss when it exudes from the wall. It your energy level is high, move next to the wall and quickly slash away. You'll soon emerge victorious and will be able to



This is cool! The fighter jet takes off when you stand on top of it. Minor enemits will appear from the tail, nose and mid-section of the plane, but the boss will break out from the cocknit. Expensence some yearly Mode 1 action and have on for a wild ride as the ire loops around and around!















HAWK OF DOOM This bie bied must to mass with its nast. It

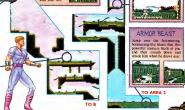
will attack you by using a fairly predictable pattern. You should be able to side-step it as it swoops down at you.



ME TARKAN? Protend you're the King of the Jungle as you

swing from vine to vine You'll automatically grab onto a vine if you come in contact with it. A fall will definitely hurt you because the spikes below share!









KELTOR THE DRAGON

Siedoo dinge roumed the surface of the Tarth, but now, it has been extracted or see: Londermatekly, a constitution of see: Londermatekly, a constitution of the constitution of the constitution of the constitution of the screen and crouch down when it exhales as hast of fire. Immediately after the fire subsides, jump up and states it head.





SOTHERN JAMB This mechanical creature is just about as odd as its name! As you may have already

odd as its name! As you may have already gusteed, a mutant pranate has akten over and is controlling the Underground Transport Robot. Your first take is to move to the right while avoiding the robot and the blue electric blast is shocked out slower the format and the right while avoiding the robot and the blue electric blast is shocked out slower the format and the right while avoiding the in the horizontal has the right while a way to be failthe. When you reach his will be so the failth when you reach the right while attacking the right while attacking Sothern Jambukiya from orthor your











THE QUESTING BEAST

FION-PROGRESS









NINTENDO POWER

do a better job, but always consult your Capa Screen to see which attributes have increased or fecreased. Since you are a produtor, increasing your ensive capabilities like jaws and horns and legs (for speed) is your first priority. THE BASICS OF

No single strategy is the right or only answer. Players who are quick with the Controller may succeed with relatively weak creatures while other players will want to max out all their body parts. Expensive parts gener-

EVOLUTION You must get to evolve. Est averathing Plants help restore lost Hit Points (HPs) while animals restore HPs and add EPs. Check your Evolution Screen to see what body parts are available to year in your current geological period. As you move

from stage to stage, the foes become more difficult to cut. Many will try to sat you! Explys offensive canalylities quickly, then beef up your defenses.





By eating the Red Crystal, your creature will evolve into a special form for a limited period The new form will be one you couldn't normally achieve using the Evolution Screen. and it will be parti-



THE FOSSIL RECORD

sevo up to three games in progress and up to 50 creatures that you evolve. You can name creatures, compere their strangths and weaknesses and even bring them back for a short time later in the same by using the Green Crystal



ble up FPs





BOSS BAIT

Most non-boss enemies can be defeated using simple strategies. The bosses however require you to study their special moves and counter from. Every boss has its own special attack, and thes end to be very quick threk out the moves

when you first enter the boss stage, then plan





REING HUMAN

In the fourth geological period, you can evolve into a human form, from which you cannot change into Charge greatures. But why would anyone went to be a weak, nuny, hairless and when they could have magnificant hooves, horns and tooth-like railroad spikes?









Faith Stage of LVO is based (although rather loosely time) roamed the awarmy lands. Next is the Jarassic period sectorally period in the Faith's history. Now-begin in the when discourse ruled, followed by the relatively recent fee Devisions period, the eage of this, and ensure on to the "are dominated by mannals, Your containing options."



CHAPTER THE WORLD BEFORE LAND

500-450 MVA



The ancient seas were dominated by fish, but other life forms like jellyfish, antimones and see urchies also thrived. As a fish, you are limited to an equatic. existence during this stage. You can evolve new fins, jaws, talk, horns, body size and a few other chemicaristics. Begin with stronger jaws, then upgrade your tail for swiftness, Later, you can add body size





HINT1: ANGLING FOR ENEMIES The Ander's Here acts as a kes to member Societies company

thony than. The lors roull when bein domag-

HINT 2: WHEN THE SHARK RITES The Karasalacha hetter konen on a shirts spendy offices will collect birth domain of sea you can lave the sharkants the rooks, and be hin bosh hinself into defeat.



CHAPTER FARLY LAND CREATURES

450-200 MYA



Amphibians and insects dominated this early colonization of the land. You'll have to deal with specialty tails and legs for the first time. As you progress toward the final Boss Bee, use your EPs for Force Jaws, Dual Horns and the Thorny Spring Tail.



JEPROL. HINT 1: The "Jerrel" opine adds strength to your lide, making at

number to earl other prestures, called faits of EPs and number MPs. The other look appears and nathing to your Dept. | Block and w

KEEPING THE BEES

Don't let the first bee set a chance to stine yes Jump and bits repeatedly and it well move out in a savin. The Queen bee busine



at you from an unals. By dedoing and general was can send the attenue she from of your Article whom she dropp to the properly



NINTENDO FOWER









ENTERING EDEN

The final stage gives you the ability to change into human and super human forms. As you bring your quest to a close, you may well have to evolve some final new body to reach Eden.

The idea of edutainment is that learning and game play can be combined to provide a fun learning experience. In fact, most educators think that learning should be fun. Studies have shown that learning takes place with video games that aren't even intended to be educational. Besides developing eve-hand coordination, video games help players develop reasoning skills, strategic thinking, and computer ls. Edutainment software goes a step further. These games actualby teach facts and concepts or quiz players on their knowledge. Strategy simulations model the real world and allow players to learn through experimentation. Other programs provide the tools to express er own creativity. The most critical element, however, is fun.

Learning: Mario Is Mission Miracle Keyboard Fact Recall-

Where In the World I: Carmen Sandiego Where In Time Is Carm Sandlego?

Strategy simulation, creativity SimCity Aprohir SimFarth Mario Paint

Mindscane's Mario Is Missing uses Nintendo's favonte characters in a new setting-a game where listening to characters is more important than saving the Mushroom Kingdom. The basic sdea is that Mano has been kidnapped by Koopa and Luigi must find him. The rest of the Koopa Klan has been on a crime spree around the world. Luin must find the artifacts and piece together claes to solve the crimes. Besides learning about world culture, you'll learn how to navigate around a map and use various resources like the computer.

OKRIV class, Today we will be studying

MORE THAN THE FACTS Mario Is Missing has excellent graphics depicting many famous stat-

ues, buildings and art from around the world. Most of the same is exploring. Whatever you do, don't confuse this with an action game like Super Marto World, The action is extremely limited









TM & D. 1993 Nittendo D. 1993 The Sydwine Trebundo

LEARNING AIDS

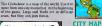
Luisi has his bands full searching through dozone of cities around the world, so he can't be expected to remember everything he hears Luckily, he has a computer to bein him keen all the facts straight plus maps and a photo album to remind him of where he's been

The Computer stores the clues that Luiss bears. To restore an artifact to its rightful place, you must answer questions based on these clues





GLOBULATOR areas, but they can join forces,





The City Map shows the street layout of the city where Luizi finds himself. You can also see where you are by bringing up an inset screen of

are fun, but they're also a reminder of what the game is all about-learning about world culture!

Once you restore an artifact to its proper place, you'll receive a snap shot of Luigi with that artifact. The photos







to teach the basics of music and mano playing techniques. The Miracle System is less entertainment than education, at least at first. But soon you'll be entertaining everyone who hears you © 1222 The Software Toolwarks



WHERE IN THE WORLD IS CARMEN SANDIEGO?

treasures of the world! Your job is to track them across the elobe. process together closs that will identify both the culorit and his or her location. Success depends on your knowledge of geography, but the learning that takes place is really a matter of fol-









LAPTOP INVESTIGATIONS Your ACME Combink



The dossiers on Carmen's gang make for interesting reading. Each suspect has hobbies and physical need to ID a suspect



Three witnesses in every city have clues about the VII.E. benchnerson Fater these in the Warrant Screen. Once you have three or more pieces of evidence, a Warrant is



MEMORY GAMES Television same shows like Wheel of Fortune and Jeonardy test a player's knowledge of trival. The video game versions of these games work the same way. Since spelling isn't being tested. Gamesek, which makes both of the games mentioned above,







And the question is...?



In SimCity, you'll learn how the many systems that make up a city work together or assumst each other. The learning that takes place is strategic. Foresight and planning is required to succeed. Experimenta-

tion holes players learn the rules underlying the model that runs the



SimForth ones beyond SimCity in depth and complexity. You are now in charge of an entire planet, from the moment



The Living Planet

ecosystems. In addition to learning how biological and goological systems interact, players will learn Gaia theory. This same is almost a college aduca-

take as lone to master as

Mario Paint provides the

or static images and masic. Although Mano

a game, it is both educational and entertaining. It also teaches computer skills such as using icon menus and mouse controllers. Studies have shown that people who grow up using computers have an advantage in today's world over those who aren't computer-literate. In the past, reading and writing were the basic skills you needed. Now you have to be





their strategy simulation. Aerobiz, to be an lob at modeline the airline industry however

a learning experience as much as a some. Not only about marketing, forceasting, budgeting and other business skills. If you can't afford an MBA, try play-

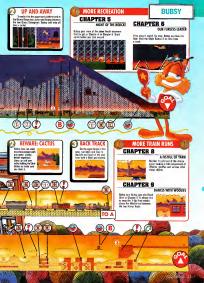
ing Acrobiz. Some of the real airlines might do well to play this name. Koei's other RPG names also include elements of edutainment. Most are based botter way to learn about history than to

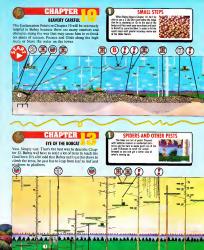














DOWN THE RIVER AGAIN

CHAPTER II

ROCK AROUND THE CROC Watch out! The prickly purple bushes dot the terrain. Again see if have the chance to decide to take the high route or the low route. Either way is OK to take but either way can load you to door, tool

CHAPTER 12

th key asks, "In there a verseronise in the audience?" He con't poling. He known all too well what dangers lie ahead of him. What possesses a beacet to put hernal! Evough this



CHAPTER A FAREWELL TO WOOLIES

This is it! The 16th and final stage! If you can make it straight through to this point without using the password feature-congratulate yourself. It's a difficult feat!

There are no crackers on the game so you may as well just strong the Cheese Wheals as they come tolling toward you Se prepared to jump quickly—they come relieg in facel

> he old gaming phrace really explicahere the'll have to time your jump to inc the Wooting constant shots. Use Elide technique when you land it.







































































































































ive years and 50 issues ago Nintendo of America brought forth a brilliant idea that has shone brightly over the videoscape like a beacon to all those confused masses of players in need of knowledge. We call it Nintendo Power, a marazine dedicated to video game players and created by video same players. You might wonder how any work gets done with all this playing going on. Work is play! Remember that, live it. The editoes, writers, artists and other talented troops of this award-winning mag ware you to know that there is only one reason for putting in all the long hours of mind-numbing play. That reason is you, the reader, the player who needs

Best Cover

to know.

Back in 1988 the NES stood alone in the video game universe. Marso was earning his second platinum title.



SALES OF THE PROPERTY OF said Nintendo's success was all a flash-in-the-pan, a high tech pet rock. a waste of electricity. Yeah, right, Since when has fun been a waste of time? But there was a problem. Along

with the success of the NES came a flood of new titles. No one except Michael Jordan could offerd to buy all the games, and no one at all could afford to buy games that wouldn't satisfy them. There had to be a way to let players know which games were the most fun to play. Back in 1988, a year best remem bered for the delay of Zelda II: Adventure of Link, the President of Nintendo, Minoru Arakawa, had one of his many quiet brainstorms. What if, he thought, I could tell players about the best sames, and then sive them the information they need to set as much fun out of those games as possible so they'd really be happy. and, of course, buy more games? Hmmm. Realizing it might be pro-



Mr. Arakawa astutely decided to creste a new kind of magazine. It would have no advertising, so no one could dictate what appeared in a review. It would have as much color and action as the games it reviewed. He would make it as information-packed as the

ALCOHOLD STATE OF THE STATE OF

F NINTENDO POWER:

Encyclopedia Britishness has also make at fine. It would have contests? Show top scores! Do really would stuff



with comics and art. He'd cover every game, but just cover really rood games in death.

That was the recipe. A staff of same playing editors at Namendo por ineether and took over the kutchen Before you knew it they had lit a fire and were beginning to cook. The marchetts they agreed on were tips reviews and special features. Howard Phillips President of the Fun Club and Game Master of the Nintendo. Universe, soused the others to debute the finer points of naming the regular columns. After rejecting columns with

Hurl and Killer Kodes, they ended up with Classified Information for secret stuff Comselors' Corner for strategy tins. Video Shorts for all the games that weren't considered good mough for a full review. Pek Watch for future eames. NES Achievers to spotlight players scores, NES Journal for

newsworthy Nustendo stories and a game tip comic that would become Howard & Nester, Actually, the first comic strip had no Howard and no -Favorite Column-



NAMES OF THE POST OF PERSONS Nester Instead, it featured an unassumme Japanese businessman, Ninya Kerke, who fought his way out of video game situations. What a hoof! So Howard did up a rough sketch of a smart aleck kid who figured he knew games--and thus was born NESter! What with his wise cracks and practical jokes, not to mention the red bair,



Nester in the real Howard, but that's another story In those ancient times, back when you could look out the windows of NOA and watch mastedons walteing past. Howard Phillips ran around one day asking everyone what we should call this new marzagine. Originally, it was going to be called Power Play. but a computer newsletter had

MEAN PROPERTY OF THE PARTY OF

already gobbled up that name, "h's gotta have Nimendo in it somewhere." he said. (Mr. Arakewa likes having the word Nintendo in just about everything except his food.) "And it should have

names like Games That Make Me ER MILESTONE

Power in it too." Nintendo Power secured to fix the bill. Three and a half million Fun Club members got that first issue for free. Residenther the cluy Mario on the cover? Super behave, and the second quest of Zehid was keeping players up all might long. Scenns lite a billion yours ago. But the more through the second quest of Zehid was keeping players up all might long. Scenns lite a billion yours ago. But the more through the second power of Zehid was keeping players and players are given to locate and the second power and the



of sleep.

As more games came out every month, those of us who thought we

had scarmined our way into the best jobs on the planet realized that we couldn't stuff all the info into bimonthly issue. There was no room to cover anything an depth. So many games and so few pages? Since one first issue, 1,319 games have come out for the NES, Game Boy and Super NES! Of course, most of us warned to apone the fact and go book to playing



action closes," bring is everything "Drascreen shell is worth a thousend choose

our favorite games. But we were rounded of our driv to the waders

"They must know everything. Knowledge is strength! Strength is wisdom! Wisdom is satisfaction!" So we decided to make Stratery Guides to cover the houses, buggest gamesgames like Super-Muisi Box 3, Feasi Fantasy and Ninjia Gaiden 21 Unfortunately, the plan ignored the fact that most of the hot games were rebessed just before Christman, meaning this for there question of the year statement of the companies of the plan Strategy Gaides. Four Strategy Guides later, a better side smoothed were the head like a tea ton weight! Why not just make Nintende Power a monthly magazine? That was January

1) magaziner: That was January; 1991. We haven't slept sasee.

But what is sleep when all you dream about anywe is TIMNT, Youli and Double Dragon! For that maner, what is readily? So much was happeniage. Game Boy was delivered in 1999. Added with the Time Stepe NES landed lake in 1991, adding even more than the state of the same of the thinks to cover. The job of determining the same of the same of



- Biggest Mistake -

So Vadeo Shorts became Now Playing and we concentrated on giving information that could be used when com-

perine games Of course. Video Shorts had been evolving for some time. Originally, each eame released not a half nace in Video Shorts. A description of the game that read like nuckage copy plus several screen shots were included. The idea was that if we didn't have anything nice to say, let's not say much. Beginning with the March/April 1989 issue, we added the Power Meter so you could see how the sames compared with each other. In those days, every Video Short had a graphically represented Power Meter with our rating and a hlank Power Motor for players to fill in. When the change was made to Now Playing, we wanted to make the

magazine even more useful, so all the

Power Meter data was put in a chart Now it was truly easy to compare all the games and see how they rated. The evolution of the mazzeine has

the games and see how they rated, The evolution of the mazazine has been a continuing process. Not all of our brilliant ideas pan out. One way we keep tabs on what the readers want is through the Game Councilors and Consumer Service Rens at Nintrada The Celebrity Profile column is a rood example of how reader feedback made as withink what we were doing It became partty apparent that the only celebs readers were interested in wearthose who were true video game fans All-Stars like Ken Griffey Jr., who has arcade names at home and who takes his home video game systems with him when he travels, were a perfect fit. We decided that in the future we would only run the column when we had a fine on real gamers.

In other instances, the changes to Nintendo Power came about because we wanted to do more to educate game players. Our on-going series of Technical Update articles has covered of all three Nintendo systems to the possibilities and limitations of future game technologies. We also wanted to introduce players to the people behind the games, so we began who make video games, from the maric of Mr. Miyamoto's Mario at Nintendo Compony Ltd. in Kyoto to the artistry of Sculptured Software's Super NES games, which are designed and refused in Salt Lake City. With the introduction of the Sener

NES, we the editors were faced with a dilemma. What amount of coverage should we give to each of the different systems? During that first year, we devoted about 40% of ganc reviews to the NES, but as the Super NES gaw in popularity and the library of Super NES gancs increased, we could see the writing on the wall. The writing on the page now reflects our read-



ership, about 75% of which own a Super NES. This past year fewer and fewer NES games have been developed, and more and more players are turning to the Super NES.

That doesn't mean we pender to the masses. Many players prefer adventure games, RPGs, puzzles, simulations and other categories of games to the most popular action and sports titles. We think quality games deserve reviews regardless of the type of



offer it was an offer ne concessed refuse

popular licenses like movie titles or sports endorsements will receive covcrage only if the game itself is fun to play. Changes to the mag haven't all been about content and columns. The roller-coaster design style of the early reviews have evolved into a more organized, three-color approach--the teal, red and purple that designate Super NES, NES and Game Boy. That's important since so many of our readers keep all their issues of Nintendo Power as a sort of video same encyclonedia. Power matured in other ways, too. We, or rather George and Rob spoke out on key issues. like



whether Vanna Whate's high school principal was a man? Big questions! No asswers! So, who cares? The wild sampede of change rode roughshod

over our two critics and they were humbly replaced by mathematical symbols. What's good and what's not. Now we leave it up to you decide what matters.

In addition to giving video game players the information they need make smart purchasing decisions, we've recently given them the power to act on those decisions with the Super Power Club-the most recent innovation to help players get the most from Nintendo Power. Game coupons that give you a break on the

innovation to help players get the most from Nintende Power, Game coupons that give you a break on the price of het games add real value to the subscription. The Jamesy Brousnation and Entere, Pies also Power Chillenge Trading Cards are coal colcitables that may be worth even more than the free Grare Pales you can win with a winning soft cards, Irsugarral Power Club members also made out



Evolution is wire 5 Neural Assumbs on 1201 The angust NES game size had the languat single neuron. 25 pages on Vol. 25

Although the Super Power Club has met with approval from just about everybody, we haven't always been so lucky. Witness the Great Comic Debate of 1992! We increased the size of the magazine to include 24 pages worth of comics based on Zelda and Mario rames, Mr. Arakawa, havine witnessed the popularity of serial comics both here and in Japan, directed us to initiate a new craze that would sweep the nation. You either loved the comes or bated them, and everyone seemed to have an opinion of what should be done with them Now that we've out back to 12 neces of comics, the debate seems to beyo cooled slightly. Oddly enough, most of the comic-related mail new comes from readers who miss the Zeida and

We think the Power Player's Challenge is one of the most exciting changes we've made this past year. This is real interactive publishing where players can get involved in the magazine. Since so meny games these days either den't include scores, or have scoring systems that don't really reflect the challenges in the game, the Power Player's Challenges give players meaningful goals and true bragging rights. The wishful accomplishments granted by technoders are supported to the con-



A. L. Storm and Property of

Power Players. The last five years have passed in a flash of excitement and change at Nintendo Power, but we believe the best is still ahead. The sophistication and creativity of video games increases every year. Remember that this industry is still in its infancy. The fature promises vast changes and new directions and technologies. Semeday you may have to stern on an intercetive visor to enter the world of Virtual Nintendo Power. In that electronic arcade we'd show you the latest adventures first-hand and demonstrate the best techniques for virtual descenriding or send you head-to-head

against a holographic T2. Whatever



direction video games go, you can be



FROM AGENT #409

Defeating all of the heavy mechs in the later stages of Mech Warner can often prove too much for even the best players. Apent #409 has discovered a code that makes your Mech invincible for one battle. After you have selected your contract and Mech, start the buttle Then, after you have landed on the planet, press the Stirt Button to prose the pame. Press A. L. L. Y. A. L. L. Y. A. L. L. Y on Controller I, and the word INVIN-CIBLE should appear across the screen. Your Mech will be immune to enemy attacks for the entire buttle.

A, L, L, Y, A, L, L, Y, A. L. L. Y. Start.









FROM AGENT #019

Our agents have found a way to get 75 extra Road Runners at the beginning of the pame. Enter the code at the tatle acreen, and hold down the following buttons on Controller I, Left, R, Y, and Select. While holding these buttons down, press and hold the Start Button. Continue to hold the Start Button until the game begins and you'll see the title "Zippity Splat" across the top of the screen. When you release the buttons, the number 75 will sepear next to the Road Runner in the top left comer of your screen.

Hold Left, R. Y. and Select then press Start.









CLASSIFIED INFORMATION 1



FROM AGENT #847

Trick Basel

Although this code doesn't affect the play of the game, it is a neat trick you can do on the title screen. On Controller I, bold down either the Re the L Button then press Reset on the Super NES. When the credits begin, you can change the direction of the basehall by pressure any direction on the Control Pad.



Held wither the Lordin & Besses. At the beginning of the prefer

Cn3=507/205

FROM AGENT #133

With this trick you can double the credits that you normally start the gome with. On the Tale Screen hold Up and the L and R Battons, then press Start. When you are defeated, you will find that you have six Continues instead of the normal three. You can got much further

Hold L. R. and Up then







FROM AGENT #350

Stage Select

Use this code to explore the later areas of Wayne's World. To enter the code, press Start and wart for Wayne and Garth to start stegurg. While they are striping, press X, L, and R simultaneously, then press Up, Y, and B simultaneously. Use the Select Button to cycle through the level numbers at the better of the strength.

Hold X, L, and R, release, then hold Up, Y, and B.



WAYNE'S



FROM AGENT #946

Agent # 946 found a Sound Test in Prince of Persia for the Super NES. To activate the code you must first start a new game. While you are playing, hold the Start Button then press Sellect. You can sellect any of the 34 sounds by pressing Up or Down on Controller I, then







FROM AGENT #632

Between the stares of Tiny Toon Adventures for the Super NES you can play Bonus Gerney for 1-Ues. With this special password you can practice any of the Bonus Games as often as you like before you play the name. Go to the Password Screen and enter the following three pictures in order; Elmyra (the red-haired girl), Shirley the Loon (the yellow-haired duck), and Calamity Coyote (the gray animal)









FROM AGENT #999

Use this trick that Agent 8999 sent in to avoid unwanted losses in Super Conflict. When you are playing a same, gress the Start Button to bring us the menu Salect the Preferences option and press the A Button Set the Combat Mode to Long and return to the game When an enemy attacks you, pump the R Button as fast as you can to ratrest. If you hit the button fast enquels. you will avoid damage about 90% of the time.











FROM AGENT #214

Agent #214 has sent us a special password for the original Bases Londed game. Use the word JAELECO as your reseword when you play the Pennant Mode and you can play assent New York in the final rame of the pennant.









FROM AGENT #572

Password Frenzy

Use these proswords sent to us by Avent 4572 to help you finish Mesa Man V. Each russword follows the suggested order to fight the bosses. The last password at the bottom of the puze sets up Mesa Man with all the weapons, so you can start the final areas of the game?

















Crystal Man -





Crystal Eye to very affective or Nassam Mas















A popular activity among Nintenda game Our Address is

players is developing tips and strategies. If you would like to share your own special tios with us, send them in! Choose your own three digit agent number and be sure ta include it with your cades.



















ISLAND STORY

The island of Koholint rises from the sea like a portent of mystery. The tropical forests slope upward forming a volcarrie cone atop which rests a giant egg! Here Link will find both friends and foes, The peaceful villagers living in the shadow of the bigarre mountain face daily perils from creatures that roam the forests. Link's quest takes him to the lairs of the seven Nightmares-beings too terrible to meet by dayling







THE EARLY QUEST Journey with Link on the early steps of his quest to

solve the riddles of Koholint and restore the island's balance. This review covers the first three levels of the same. from the discovery of Link's unconscious body on the shore to the battle with the Slime Niebimare in Level Three Full mans of the overworld areas that you will visit have been provided for your adventure. You'll also find invaluable maps of the inner dangeons where the Nightmares guard the musical instruments that will awaken the Word Fireh from its lone slumber. Along the way, Link must locate items and warrons trade for marical nowers meet the villagers and render them service, solve mysteries and map the island. Every step brings him into potential peni, for the servants of the Nightmaros roam freely over the isle. You'll have to learn new techniques to survive, and hone skills gained with Link in previous adventures. It is just the begin-









lint. All of the overworld areas covered dunne the first three levels of the game are shown here. The later areas remain hidden to preserve the challenge. Use the map to plan your expeditions of discovery and to locate references from this review using the Island Grid Guide printed below. Remember that

much remains hidden and that Link must look everywhere to find all the secrets of the isle-

Link's Sword Siegny Toudstool

Witch's Hut Raccoon Tail's Key Tool Shop Tal Tal Heights

6-D

Bottle Grotto M. Megwateow's House 2-K. Kanalet Castle Potbole Field Level 3 Entrance













After Link washed ashere he was found by Marin, a young woman from the village, Marin and her father nursed the hero back to health, then they gave him a special Shield. Link's first job was to search for his Sword by







THE SEARCH

Marin and Tanin give Link the Shield when he wakes up. He must travel to the shore, blocking enemies with the Shield. There in





THE FIRST KEY The Key to Level One has been kept safe inside this Chest, First you'll have to figure out how to pass

through the Mysterious Woods. The key to that is to find the Mushroom where it grows in the Woods and to talk to the friendly Recco not be exactly what he sooms.







Once you have Tail's Key, you can enter of the cight instruments required to wake Tail's Cave in the southern part of the the Wind Fish. The Nightmare in Level island. Inside you will find the magical. One is a worm-like Moldorn like the one

















The rolling spiked log is the least of your worries in this



... Compass

1. SUITABLE STRATEGIES 2. ROLLING BONES These weird creatures bear the

mark of one of the four suits from a dock of cards, but the marks continually change from Spudes to Hearts to Clubs to Diamonds. The trick is to attack three of the card critters when their suits match. If the suits don't match, you won't defeat them and escape. When you defeat them, you'll obtain the Stone Plate with which you can read a secret message.







MOLDORM

The Moldorn thrashes about on his platform. trying to swat Link into the abyss. Aim for the final section of the tail where the Moldorm is vulnerable to attack, If you fall off the platform, you'll have to make your way back to the boss' room.









Following the glorious victory over the monstress Modorms, and the winning of the Full Moon Cello, Link returns to the village. There he discovers that the dog named BowWew has been kidnepped and kalen morth. After stockingup at the store, Link sets off in pursuit of the dograpper. Now that be can jump, he can reach the blue area of the map.







2. DOG RESCUE

Although Bow Wow probably greated you in the vidings by chonging on your anale, it is your job now to recture him from the vide clusteless of the Mobilin who has taken him to the Tall II leights. Once you've dispatched the Mobilin box, take BowWow with you to the northernst corner of the Heights where you'll find the Indigestible Flowers of Gopogoa Swamp. List, is helpless to destroy these plants, but BowWow an gobble them up and clear a path to the Level 2 entirance.



3. FLOWER POWER

Link cannot beat the Indigestible Flowers of Gopongs Swamp, but BowWow makes a light snack of the plants, thus opening the entrance to Lord Two





Once a family of skilled potters lived in this dungeon. They are gone now, but many of their pots remain. Link can use the pots as weapons once he has the Power Bracelet to give him extra strength. Some enemies can be defeated only by throwing pots at them, while other foes actually live inside the note

1. POWDER LIGHT

Some of the rooms of this dungeon are lost in darkness. If Link casts some Masue Powder into the large lanterns, a flame will light up the room.



THE GENIE

The final pot in this dungeon holds a surprise. Inside lives a wicked Geme! Strike the pot with your sword, then lift it and throw it at the wall three times. When the Genie finally reappears, finish him off with your skillful swordnlay.

2. OLD ENEMIES

This room is filled with a trio of monsters from the original The Legend Of Zelda game. The rabbit-like Pois Voices can be defeated only by throwing nots at them. The Keese and Stalfor are easier tarnets. Link can use his Sword to nut them in their place Other familiar enemies will appear







1. TO THE CASTLE With the Banana you can bribe the Monkey who lives outside Kanalet

Castle. He'll make a bridge so you can cross into the castle grounds and begin your search for the Five Golden Leaves







2. FIVE GOLDEN

LEAVES Two of the Golden Loaves are hidden outside the castle-one on the right side and one on the left. The other three Leaves can be found inside. Follow the path indicated in the maps



at the bottom of the rate to



3. THE SLIME KEY If you give the Golden

Leaves to Richard, he'll send you to the cave at the top of the Mysterious Woods. Dig a hole in front of the cave to find the Slime Key.



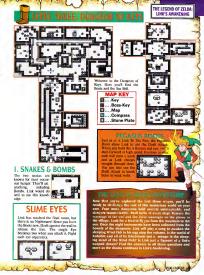
leads to C. Look for







must concentrate on the left for, for only that wretched creature will yield the coveted 61th





Darkness fallen across the mystical world of Etruria, draining all the magic from the land. The Ghoul Realm's only hope lies in a young and powerful gargoyle who must test his strength against the ultimate evil. Firebrand's quest has begun.

All the action of Gorgode's Quest returns to Game Boy in this strong sequel by Capcom, Sharp graphics and play control make it a winner. The jumping and flying may take a while



becomes second nature. You may even wish you could fly like this in all action games. Unlike the first Gargoyle's Quest, the caves and castles are fairly easy to complete and require little exploring. The overworld is large and involved but places are easy to find. The story line is almost identical to the NES version of Garnovle's Quest II with only a few differences. Some of the action scenes have changed, and Firebrand has two magical powers that he did not have before. In short, if you have played the game on the NES. you won't have any trouble fineshing this version.

to master, but once you do, the action



FIREDRAN



NEW TRICKS

GARGOVI F'S **OUEST II**

Firebrand is able to gain two new pow ers in this game that weren't available before. The Homing Pire is found in Desert Cave 1. It lets Firebrand will shoot a fireball that hunts down any enemy. The Move Spirit is found in Desert Cave 2. It allows Firebrand to preview an area without getting hurt.











The Move Spirit is used to scool out on area be you other it. Ere it to least oil of the enemen

FRIGHTFUL BOSSES!

Throughout the Ghoul Realm, powerful enemies bave taken root. Firebrand must defeat each of these villains to complete his quest. After each enemy is defeated, Firebrand's powers will increase, so it's important to fight them in the proper order. Look ahead for tips on bow to beat each of the evil bosses that have brought the darkness over the land. Don't forget to get a password from the nearest town before you fight a boss. That way you can restart with all your powers if you hangen to fail

The King's Ghost

After was talk to the Kine in King's Palace his short will attack you. When you fight him, sneak behind him across the bottom of the screen. Fly to the top of the room and fire at the ghost. When it gets too close, swing back across the bottom of the room.





Serpentine Dragon

You fight this fiend after you obtain Argob's Pot. Stand under the lower platform to avoid his bouncing firehalls Stand your ground and keep firing as fast as you can!





Twin Demons You will encounter these

dastardly villains in Mt. Imaus on the way to Imaus Palace. Use the Homing Fire weapon so you don't need to aim your shots. Stay on the ton platforms as much as possible





Blowfish

This fish-like enemy is the boss of Hinom Woods, Try to keep the center platform between you and the blowfish Fire a couple of shots as it floats across the room, then move to the other side. Watch out! The fish will try to blow you back into the spiked walls



Doppelganger Before you can see Letbe, you must defeat the Doppeleanger. It will

the Doppelganger turns back into its original form, then attack as fast as you can with the Homins Fire.



Water Creature In Sittem Castle you will

find an odd squid-like creature. This water creature attempts to ram into you, inflicting heavy damte. Stick to the ground n fighting this boss and avoid the little sould lines at all costs or you won't be able to iumn



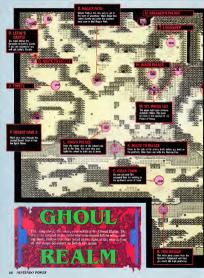
Breager Once you set to Breaser's Castle you must fight Breaser

himself. Hover to the left of Brouper's head and fire a counte shots. When his firehalls come at you, move to the left to avoid them. Repeat until he is defeated.











In Etruria Town (%) so to the train

in Francis fown (M) go to the training center and retrieve Argobbs? Pot. After defecting the Serpentine Despen, see the King to goin the Spectre's Fingernail, Leave the town and go to the Fire Bridge (B). In Giber Town (G) find class about the town of Sidon Dext the town and had West to find the River of Florines (B). First before crossing North of the river Iles Sidon Town (E).

Here you will learn about the Hinom Woods (F). Go to the woods and defeat the Blowfish You will receive the Night Drop and the Magic Buster. Take them to Hecate

got the Candle of Darkness and the Wings of the Fallen Angel. Exit the Geor Cave on the far right side to find the Passage to Stitem (19), Go to St. tom Castle (1) and flight the Water Crea-ture. Get the Gremlin Stick and the Magic Tornado. Enter Dosert Cave 1 (2) to find the Homine Fire weapon. Take the Gree Go East from Gibes to find the Route to the Palace (S). Enter the King's Palace (I) and defeat the Ghost. You will get the Essence of the Ghoul Resim in the pulsace Go to Mt. Immus 1 (M) to get Archelon's Water. Work your way through Mt. Immus. 2 and finish to Tulin. Descent to each Candle of Poltergoist. Free the King in

Imous Palace (N South of Topoto (O) you will find the Desert Cave 2 (P), where you find Spirit Move. Fight Dugon in the center of the desert to get his scales. Take them back to King's Palace to get the Essence of the

Soutsteam. Work your way, through the Route as the Castle (©) to find Lethe's Castle (®). In the castle, defeat the Doppelganger to get Lethe's Candle. Go south and enter Naga's Path (S). On the other side of the path you will find Lossekeep (T). Here you will find the Magic Claw and the Hypogriff's Faither. candle you can enter Breager's Pelace (U Ahead of you lies The Final Conflict.



THE FUTURE IS IN YOUR HANDS

All the action of this popular arcade hit can now be played on Game Boy. Acclaim's T2: The Arcade Game is a shooter with the feel of the movie The earlier stages of the same actually precede the story line of the movie, adding to the plot. The action takes place from the captured Terminator's point of view. As enemies are defeated, the screen will semil to the right, revealing the next objective Because it was originally a shooting same in the areade, the action can be a little tough to control. Moving the cursor completely across the screen to shoot an enemy can be slow and angravating Finishing the late stages roquires fast reflexes.



THE ARCADE GAS

THE BATTLEF

The battlefield is being overrun by the machine warriors. Defend the humans that you see at the bottom of Use the missiles to hit the Flying HK's before they launch their bleb powered shots. Destroying the buildines will reveal needed Power-Uns.







JUMAN HIDEOU

Defending the Human Hideout from the T-800s requires some fast shooting. When you fire at the enemies, award shootine at the smaller humans. Only humans enter the screen from the right side, so watch the left for T-800s.



The Skynet area is broken into two different areas. In the first area you must defeat all the enemies. In the second area you must destroy each set of doors with your missiles on the way to the Skynet Comouter

At the beginning of the Human Indepet area, shoot the first At the serv end of the state, sheet



If poweres enters from the right

CYBERDYNE SYSTE Breaking into Cyberdyne Systems is not as easy as you mucht think. Although

you are the Terminstor, you have orders only to subdue the humans. Try to keep the can sight just below center on the screen, moving left and right to his the enemies. Shoot the Heliconters as soon as they appear on the serien-







V DO I OBTAIN LONE STAR BADGE?



o get the Lone Star Bades, on Walk over to the upset club patron to the Club and talk to the bartender. He'll serve up your favorise, Iced Tea, Pick it up off the bar, but don't drink it. Someone else in the bar needs it more than you do.

and give him the leed Tea. When you talk to him, he'll tell you that Grinder was them earlier selling Tickets to the Maria Mercurial Show. Ask him about Grinder next. He'll tell you that



the Lone Star boys hauled Grinder off. Return to the man who offered to sell you erendes earlier. If you ask him about Lone Star, he'll offer to give you the Lone Star Badge. Put in on before you go back to the Morgue.



WHERE DO I GET THE CREDSTIC

on must have the Credstick to use any of the Video Phones you come across. It's in the Morgue, but you shouldn't so back there until you disguise yourself so the workers won't recognize you as the stiff they processed earlier. Go to your room and Use your sunglasses to put them on, Cool, Put the Lone Star Badge on, too, Now go to the Morgue and talk to the chatty worker there. When you ask him about

you give the patron your driek, he'll tell you shoul

Grinder, he'll offer to pull his file for you. When he walks away, no Open the Filine Cabinet on the right and Examine it. You'll find the Credstick on top of the cabinet when you search with the bond. Be sure to Pick it up. Examine the other cabinet to find the Tickets to the Maria Mercurial show. Now you can use the Credstack to access video phones. and the bouncer at the club will let you in.



NINTENDO POWER

TINY TOON ADVENTURES BUSTER BUSTS LOOSE

HOW DO I GET PAST THE RATS ON THE BOOKCASES IN 1-C?





come to. When the center bookcase rolls to the right, Dash up the right case until you're above the Rat on the left, then jump over to the center case to avoid the Rat that pops out from the right. Run to the top and across the top of the bookcase. Run down the left side and trip the next switch to make the center case roll back to the left. Repeat the Dash and avoid the Rats that appear on both sides by jumping back and forth between the two bookcases as you go up to the exit in the upper left.







HOW DO I HELP HAMTON COLLECT APPL

when of others as year'll pin a play. Junction, one of the six, gives you a short at four 1-Ups of you came, and as a short at four 1-Ups of you came when you a short at four 1-Ups of you came as not at four 1-Ups of you came as a short at four 1-Ups of you came as a bit confissing, so follow these steps a bit confissing, so follow these steps a bit confissing, so follow these steps of the control I bid, say Left three times. The control I bid, say Left three times, are not you can be seen to be seen the prove all moses on the size of the seen as the s

the A Button to make Harmon hurry





HOW DO I JUMP OFF THE TRAIN IN STAGE 2-D?

In other the Opious Mode before you begin and make use that you begin and make use that your Left and Kiphi Buttons are set to "Dash." After you defeat the cane man, walk to the far right, When floating blocks appear, use them to Skip over to the next section. Jamps to the lost cer and walk to the right. Buster, on his own, will jump to the baster, it is instead, fluster jumps of the train and you lose a fluster to the state of the state of the state of the Button to Dash.





HOW DO I PUT OUT THE FIRE IN LEVEL 6, ROOM 9?



our goal is to stack three movable blocks in the right side of the opening Step up to the highest point and shove two single blocks left off the edge. It's stacking the third one on top that's tricky. Stand on the top block and place a stationary cube between it and the wall. Now go back to the right, slide a Nock onto the stationary block, and stand on it while you place another on your right. Step onto it, remove the block you were just on, and replace it with a stationary block. Stand on it, remove the upper right block, then bop down and remove the lower stationary block. Go to the upper left, face right, and place a block beside you. Turn left, remove the upper left block, and you're left with a stack of three movable blocks. Hop down to the left and kick them over oneby-one to put out the fire.







he trick to 9-2 is keeping the fire from turning the sats in the lower area into firepots. Start

the ice block, not the iar. Now you can create a block and drop it through the opening above the flame to put it by covering the ior on the left with an out. Next, while two blocks over next. see block, then pop up through the to the fire on the right, Go down tube on the left and moove the block remove the blocks you placed earlier from under the fire so that it drops in the lower left chamber, and on un into the lower chamber and lands on the right tube. Drop the flame and

recyclife block with a stationary one.

block into the room below, then fill the gap and hop into the upper tube to go up to the chamber above. Put the fire there are then jump down on the left, remove the blocks from under the tube, onen the can above the final flame, and create a block that you can use to put it out.













Over the black on the left and shave the end on the right over into the frepat by the well

LON'S SECRET CAST



ou can buy the Lantern in the secret room on the far right of Level 1, but it will cost you a whopping \$40. If you find the hidden Shop in Level 2.



den door appear. You can then enter the Shop and buy the Lantern at a bargain price. He the Lentern to illerningte the pitch dark Well.







more reesonable price, pot \$75















Counselors' Comer P.O. Box 97033 Redmond WA 98073-9733 CALL (906) 885,7599 Nintendo Game Play Counselors are on call Mon.-Set. 4-00 a.m. to Michight and Sun. 8.00 a.m. to 5:00 p.n Profic tme



these challenges, then you better get us a photo as fast as you can. After you meet a challenge, take a photo and send it to the address below. Be sure to include

can think of a Challenge of your own, send us a photo and we'll try it out!

CHALLENGE CENTIPEDE

FINAL FANTASY MYSTIC QUEST How long does it take you to get to























POWER PLAYERS:

Finished Level 7 without continuing.

Mark Jusper Finished
College Station, TX
Reginald Kee Suitland, MD
Chris Brown Finished

Regimals Kee
Suitland, MD
Chris Brown
Wheaton, MD
Matt Hannon
Scarborough, ME
Ronald Orruggro
Sam Marcos, CA

Pinished

Finished

Finished

Pinished

San Marcos, CA
Scott Leininger Finished
Schenectady, NY
Randy & Juson Beltzan
Garden Grove, CA
Donny Davis
Heusten, TX
Keoni Loca Finished

Honolulu, HI Jason Bouska Clinton, H. Kasey Tahiguchi Paia, HI

Evan Kelly West Haven, CT Brandon Brown Lithona, PA

PILOTWIN

Highest Score on Level 4.
Michael Thrash 459 pts.
Stephen Jacquet 415 pts.

Bedford Height, OH Mike Piscitelli 382 pts. Elmhurst, IL

DESERT STRIKE

Highest Score on Mission 1.

James R Schneider 889,70

Jackson, MI

Seth A. Curson 878,200

WAVE RACE

Mark Presby 30.38
Watton, MI
Robert Backy Sr.
Bernard, ME
Jason Higham 32.39

NES OPEN TOURNAMENT

Orleans, ON

GOLF Best Score on the Japan Course.

Gloria Runkle
Windsor, PA
Rene Robert
Montreal, PQ

TOP GEAR

Best Time on the Stonehenge Race.

Jeff R. Palmer 1.58 70 Game Play Counselor

F-1 RACE

Best Lap Time on Course 1.

Jason Naylor 38:00
Dinaba, CA
Paul Kimball 38:55

PRINCE OF PERSIA

Most time left after beating Jaffar.

James McQuown & 42 mm Jug Wingfield Tueson, AZ

Pam Powers 32 min. Pleasant Hill, CA
Chel Syllint 30 min.

George M Kish

St. Louis, MO

Kirk Castelluccio

Aprioch CA

SUPER MARIO KART

22 min

15 mm

Time Trial.

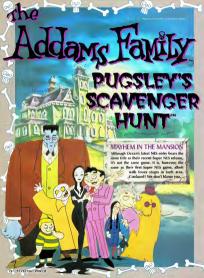
Ricky Innocent 1-00-88
New Ceatle, PA
Joe Bastone 1:02-86
Monticello, NY
Bryan Asherati 1:02-54
Seattle, WA
Joanthan Gay 1:03-26
Ocean Smine, MS

HOT SCORES!

Send us, your name and saldress with a phono of your seconpilalment? To take a photo of a NES or Super NES game, use a 35mm camera without a flish. Turn out the lights in the room, held the camera sended and shoot your best shoel To take a Game Boy photo, place your Game Boy onto a flat surface, then the your photo wang natural light. Make sare the system is included in your All surper sourcing and force the follows or his mail.

SEND US YOUR

of your levels of you



INSIDE THE MANSION

PUGSLEY'S AVENGER HUNT

The gent uses the same maps as the Super NES Addam's room where you pick up cazes lives, is behind the Gar-Family, but there are fewer of them. (See Waluste 35 for goyle on the second floor, You can enter the mansion maps.) This time Puggety's Den, the hidden



ND FESTER

Pugsley is actually hunting for his fellow family members, who are being held captive somewhere in the house. Fester was lest seen in the Portrast Gallery—with

BEAR TRAPS

Most of the Bear Rugs that he in the Portrait Gallery spat fur balls. Only one of them does not. Watch for it carefully, because inside its mouth are Hearts and I-Ups. Simply musch into the mouth to pick them up.

Simply much into the a

light for the lone Boar Roy that Step stode of the

Step armde the Sear Ray's assorts to goth on Hearth and 1-Hot.

that wily witch, Abigail, who is protubly scheming a plan to purloin the family fortune. Enter the Gallery through the left door on the second floor.

TAKE THE TRAIN

Board the Train to make it move, then be prepared to avoid the spiked stars down the line. It is safest either on the

smokestack or beside it, depending on the positions of the stars.

Street books the projector's and

To design the stacks of stars, other

You begin the game with only two Hearts in your Life Meter. Pack another one up early on by beaung the bird that lives in the Old Tree. Eur to the tree through the left door on the first floor, then climb to its upper branches. It's an easy light if you stand on the branch







When the bird purious down in a direction jump and his is on the boad its an easy beyon.



WHERE'S WEDNESDAY?

You can find Wodnesday either by going through the Conservatory or by using the underground passage that you'll find if you stand in front of the Old Tree and press Up on the Control Pad. Both paths have their perils, but both lead to the Family Tomb where Wednesday's being held by a great Goblin. You'd better hurry-it appears that's she's in no mood to wait.

THORN PASS

The door that leads from Thorn Pass to Wormy Way is on a ledge off the bird that flies in from the right. Stand on the right side and when the bird fles by sump up to and on the ledge.







WORMY WAY

There are plenty of switches to flip along the way, but you don't want to change all of them because you can't always tell what effect they'll have. If you turn the switch shown in the photos below to On, you'll be stuck





If you improved the sweeth, you'll find showful stack in Westey Way. Stall from its find a con-

THE GRAVEYARD

It's ooky and spooky in the Graveyard. The enemier overhead. Wait until the Pumpkins get ahead of you, then follow behind, holding the B Button as you bounce



GET THAT GOBLIN

This mean green Goblin moves around in a square pattern Stand on the left ledge until he moves down on the right side. Get your licks in, then stand under the right ledge as he comes back down above you. When he does, jump back up on the left ledge







GO F

GO FOR GOMEZ

To find Gomez, you'll pass through the Games Room the Toy Box, the Rack, the Toy Tower and the Playroom. Be sure to look for secret doors above the regular doors Jump on top of the doorjambs PUGSLEY'S SCAVENGER HUNT

THE PLAYROOM

The Playroom has plenty of perils, from spiked floors and ceilings to enomice who swing on chains. There are also Helmet Heads that throw apnning blades and Camons that fire but gred bullets. Sometimes the cannotestile are helpful, though. If you have to cross a big expansed spikes, try bounning off one to keep from being skewered. You can also rebound off cannothalls to reach Hearts and Candy near connomballs to reach Hearts and Candy near

the ceiling





THE MAD SCIENTIST

Gomez is gearded by a wacky Scientist, whose head floats up and down surrounded by carding karres. When he stops bobbing, it's a sure sign that he's pong to throw the blades out to attack. When they're gone, he's vulnerable to your attack. If it him on the head and retreat before the blades come back in. Wait, more than the surrounded to the point of the surrounded to point and the surrounded the surrounded to surrounded to surrounded the surrounded to surrounded the surrounded the surrounded to surrounded the surrounded to surrounded the surrounded the surrounded to surrounded the surrounded the surrounded the surrounded the surrounded to surrounded the surrounded to surrounded the su













Jump to the upper ledge drops breasts the Foot ye

nerse trus the opposite ade of the m

GRANNY'S COOKIN'

espots and teacups come to life in the Kitchen. Gran ov's left a bot trail in the Oven, which is off to the right. and a very cool dade waits with a Heart on the left. It doesn't matter which way you go first, but you might want to add that Heart to your life meter before entering the Oven. There are lots of switches to flin in this area, but you shouldn't mess with all of them. First you bave to find the entrance.

THE HEAT'S ON

The entrance to the Oven is blocked by a my of blocks, so you'll have to find the switch that makes them dissensear. There are also two hidden rooms in this area. Be sure to find them before you flip the switch. If you enter one after turning it Off, you'll have to go flip it again to clear the opening to the Oven Look for the switch in the upper left, and search for one secret room in the upper left, another in

the upper right





Now go from the furnace, into the freezer. and he's hoarding a Heart. He rolls





FIND PUGSLEY'S DEN

The entrance to Pugstey's Den isn't vis-

Heart and a Shoe, but there's nlents more to be found. Stand of the unner Left Indee and press Lin to make a highlen

3



UNCHAIN MORTIC



Once you've found all of the family members except Morticia, you'll be able to open the locked door in the Hall of Doors and start looking for her. She's the most

well-hidden of all-you'll have to brave chains, caverns and extacombs to find her. Is Pussley up to the challenge? Perhaps . . . if he has lots of lives in reserve,

CHAIN GANG

THE RIGHT WAY

It's Tarzan time-except that you'll be using chains instead of vines. Deadly spikes line the ceilings and floors in the first chain room, so you'll have to use the chains hanging from the ceiling to work from one chain to the next, but if you fly too high you'll be amnaled on the ceiling spikes. To play it safe, hang

from the very bottom of the chain before you jump.

You run the danger of walking in circles of your way to finding Morticia. There are plenty of enticing openings to explore, but you should always keep moving, swinging all from chain to chain, towards the right,

where the exit is. Don't see sidetrackedif you wander off the direct path you might get lost.

Misch way will it be? You can boy a rule sed suplem

m when you pump to the next cox. If you

I. HEARTS ow find them is the quantity that you do so you collect all

down in set from the lower level

So through the open in the for right in get the . Show hiters was clock to the second her and crok the het. Westing the Shoe, Papeley can

a sold mine in 1-Dex - 22 of them, to be nout, and the be replaced every tree you niet the same Get 'era.

to Sed 24 of them.

ny ben no kamp his promight up. He has note existent in his Dan, on on them to ck up before you go off on your mouth if you pick p every piece of

Boll seed E.

for you put on the Whirly For, jump back to the ser on the left and go to the more on the top tier the II you m

what you get that



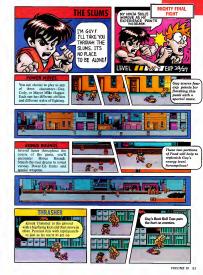


it. Derailing the vile Mad Gear Gang will be a difficult task, though. They control most of the city.





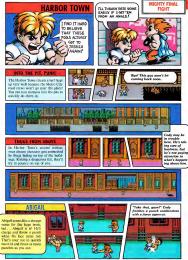








rior can't be taken lightly His armor protects him very well. Stay in the middle







HOW AROUT A SAMPLE OF MY SPINNING





























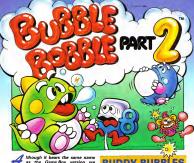












Ithough it bears the same name as the Game Boy version we reviewed in June, Bubble Bobble Part 2 for the NES is not the same game. The game play is similar, but the rooms themselves and the enemies are different. Its

mies are different 80 levels are divided into four areas, each with a couple of minibosses. The

story line, boy hunts down evil beings wi

90 MINTENDO POWER

evil beings who have kidnapped his girlfriend, is as stale as they come but, as is true of many puzzle games, it really has little to do with actual game play.

BUDDY BUBBLES The new Special Bubbles introduced in the Game Boy

strategically is one of intriguing aspects of the game.

FIRE

Fight fire with the four a pale distance.

When you break in Fire Bubbles, you any

Over your ensure with greetly finding

THUNDER
When you break a
Theader States

There's Bubble. lightning streaks in the deroclas appearis from the sole yes lat. So at strike remote exercises

Existing the second of the sec

STAR

San Bubble and send queriest radiating natural, senses bubble with its fley truch

Universit a blanking of third Bubble The word whose quality along the most you choose, oversign premiets server

EGIANT TOWER

Area One is a mysterious tower where a mystic forest floats among the clouds. The game's here is Bubbloon Jr., a descendant of Robby, the Bubble Bobble of days gone by. In this first section, be encounters the same's more mild-

mannered enomies. Mini robots, hat-tossing stationary soldiers and a couple of big but not so bad mini-bosses inhabit the 20 lovels that make up the area, and several special bubbles appear here, too.

HAVE A HEART

BUBBLE BOUNC

BUBBLE FLOAT

Collect 10 pieces of small fruit to make a Heart appear. In Round 3, if you bubble-up two enemies and pick up the fruit, a Heart will appear on the second tier, as shown. The Heart adds to wort life meter by allowing.

The stationary soldiers in the center throw their spiked helmets up to attack if your try to cross overhead. To reach the right side, create a cushion of bubbles in the opening, then bold the A Button to bounce safely over the high-flying hass. Reaching the pesky robot in the center square takes hot air. Stand in the center, below, and hold the B Button to pull up with air. Float up, and when you're just under the robot, release B. The robot will be present







GIANT TOWER MINI-BOSSES

You'll encounter a mini-boss after every ten rounds, and while their sizes may make them look intimidating, they're really not so hard to bandle. The first is an over-sized, rotund robot that's blue and white. The second looks like an aften crab—on wheels.



The cred constants is fact, but by, box, follows is way predictable pattern. Good the Lightness of those and stay mee stay showed of these provincing the stat Lightness disables belowd was buttoness articles behind was



SIDE OUT

In Arca One, you carn a shot at extra lives by either completing ten levels or finding five Crystals. The Bonus Rounds in this area pet you gainst the bad-tempered Barcelon in a well-whall match.

on in a volleyball match.

BOOMTOWN

Bubbloon Jr. travels next to a booming town in Bubble Bubble Land, where there are lots of little houses, new enemies and bonus items. The serveys become more complex this area.

and the little dragon has to handle enemies that become increasingly persistent. One of the most perplexing enemies is the Giant Fan that blows Bubbloon Jr. off course.

SPEEDY SHOE

KICK THE CAN ROUND 24

FLYING FANS

Round 21 is packed with mini robots, and you have to be quick to catch them. Spew out a stream of bubbles in one of the corners, then hop to the top and bounce on them, helding A, until a small Shoe appears. Pick it up to increase water mon.



The big Fans play havec with the auflow in Round 36. The little alien bugman above throws lightning bolts, so it's best to stay to one side. Shoot the dogs when they get on your tail, bubble-up and float up along the wall to attack the bugman.







BOOM TOWN MINI-BOSSES Like the Gight Tower, Boomtown has two mini-bosses. Three are more

difficult to defeat than those of Area One, though. The first resembles an Easter Island stone bead; the second is a mod monkey. Both follow random natterns that require challenging attack techniques.



Fish up the Witchesd Fotos as some as you can set upon a supply of Whenhald Bubbles that the last said see is a size of the last see is a size of th



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DIAMONDS In this bonus round, Bubbloon Jr.

In this bonus round, Bubbleon Jr. again faces bud-boy Barcelon, and this time the two are collecting diamonds. The fastest feet and quickest hands will surner the

.....

SHINING LAKE

The third area is an outdoorsy setting dominated by a take filled with bright, shiny bubbles. Lots of new enemies inhabit the Shining Lake. including paratroopers and mechanical alien

walkers that fire homing missiles. The area's mini-bosses are anything but small-they're real contenders. Bubbloon Jr. really has his work cut out for him here.

COLLECT CANDY POLINO 42

PARATROOPERS ROUND 45

ALIEN WALKERS ROUNO 59

The shell-tossing clams are back in this round. Break the Whirlwind Bubbles to clear several of them from the screen, then start breaking regular bubbles to make Cardy pieces appear. Collect them to increase the range of your bubble attack

A Helicopter filled with parachuting troopers appears in this mend Ground the Holicopter first, then take care of the troopers. Were from the bottom of the screen and bubbleup when you omerge above. Blast the Helicopter as soon as it appears.

The Alien Walker in Round 59 may look like a wind-up toy, but it owns the upper platform and shoots homing missiles that track you down, Bubble-up and float up the right side of the screen. When the little hand comes out to wind it up attack







PLAY BALL

Barcelon's back for another round. This time would be shootng some boons of sorts. Bounce the hall into the clown's mouth

IOT-SO-MINI-ROSSES

The mini-bosses of Shining Lake are big and bad. It's lucky for you and Bubbloon that you have a special bubble and potion to help you offensively. The first bess is a demented ATV; the second is a big bird that's anything but chicken. Both fights can be shocking experiences.









HE FINAL CASTLE

Finally, it's the Castle of Fire, a frightful destination. It's a flame-filled structure with the hottest action yet

Test your skills and knowledge on Nintendo gomes by completing the puzzles on this page.

1. Answer all of the questions below, by filling in the spaces provided The numbered spaces will be used in the second half of the puzzle to find a password for Bubsy:

Claves Encounters of the Forred Kind HINT: All of the answers can be found in this month's issue of Nintrado Power.

- What was the first Game Boy game to be featured on the cover of Nintendo Power?
- Who was the President of the Nintendo Fun Club?
- What game is No. 7 on the Super NES Top 20?
- What is the name of the Ghoul Realm? Who is the main character in Gargovle's Quest II?
- Who must you protect in T2: The Arcade Game?
- What was the Now Playing article originally called?
- What Next Generation Game Boy game will
- appear in next month's issue of Nintendo Power? Who has the best time on the Stonebenge Race?
- On what pages of Nintendo Power does the
- Player's Pulse appear? In the Legend of Zelda: Link's Awakening, Link
 ■ KQ (H) □ L I (N) I
 - washes ashore on what island?

- OH (S) AA BASK(E) IBA44
- **0**_()____ OE PREBRAND
- ODDAN (DDN NER
- @XIRG)2
- DEDIAR IREK
 - DIEEE GALDER
 - CALON& WEVEN

Place the letters in the numbered parentheses into the corresponding spaces below

To enter the password, press the Select Button on the Title Screen. Choose the Password option and key in the secret password. After the possword is entered, press the Start Button to begin the game!



te our 50th issue and 5th year, we are offering read



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Power subscriber for a while, you've seen the Legend of Zelda and Super Mario Adventures comic series, but not in this form! We've taken all of the episodes and combined them into true comic book form. Each book is very collectable and both are very fun to real!



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You also get the history of Mario and Weno! Destined to beco



WIN A GAME A WEEK FOR

WEEKS!

GRAND PRIZE

GRAND PRIZE GAME BOYS

GAME BOYS

EACH

COMPLETE

WITH

GAMES!



CHOOSE ONE OF GR

To celebrate our 5th year and 50th issue, we're giving away five Grand Prizes this month—and this time, you get to choose your own prize! Here's how it works: Check out the different packages though the care will be hour a whom the packages

shown above, circle the one you like best on the Player's Poll response card and send it in. The first card drawn for each package wins that prize. But don't be greedy! Circle only ONE prize—cards with more than one refree circled will be DISOU/ALIFIED!

NINTENDO POWER



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FOR
FRIENDS AT YOUR
LOCAL ARCADE!





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AN ARCADE PARTY FOR FRIENDS!

Byon min Prize Prakage 44, you'll get to party on with 30 friends at your book areas.

Mind of the Mind of t

Bow many queriers are there in a yound? Well, four of course, but how many queriers are there in a yound? Well, four of course, but how many of the course? Get not a scale and find out! All we've saying is that Streamful of them arounts to a let of areastle to the

WINNERS!

50 th

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To onlos either fill out the Playar's Pol188pcrus call or pirth year dawn,
schema, leethyro furnion, 165 60,
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soldness.

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One entry per person, please All entree may be potentiated to bleet than August the properties of the

chances to one par nouseness.

Chances of wimning are determined by the total number of entities received. Approximate mito of protes to entry cards distributed as 56 1,000,000 Wimmers may elect to substitute \$500 in less of protes. All process will be awarded of to total via list of wimmers, which will be awarded after August \$11,1980, seed voor request to the



sent in each month, the Declars' Picks are based on retail sales reports, and the Pros' Picks are collected from game evaluators at Nintendo. All three sets of vates are set at equal weight, then averaged to find the point total a game receives





MONTHS

STAR FOX

Fox is number one on every body's fist, Take Fox McCloud and his respect band of priors on

the points are patient, and Star

PER STAR WARS N TOOM ADVENTURES: WERE HERE I HE TMNT IST: TURTLES IN TIME

MARIO PAINT

ICAA BASKETBALL

NHLPA HOCKEY '93

DAD RUNNER'S DERN WART MALT

Holding strong this month at PIDER-MAN & THE Y.MEN MASS number two, Street Fighter II proves it has what it takes to tay on ton for an entire year. SIMCITY Not many names can do that!

THE LEGEND OF 7FT ven though he slipped 15 HANGHALIE: DESCOUS FOR down the charts two spaces. PER CHOULS & CHOSTS Link is fighting hard. From 16 the number three sport it's an



casy sump back to the top

This is one adventure that 19 have slipped out of gear 6.337 doesn't quit. Final Funtasy

BATTLETOADS IN RETURNINGS PCANTS II jumped up the charts 20 3247 THE MICHEL OURS COMMENTS MAY with belo from the Planers.

GAME BOY Mario is still poing strong this month, taking the top 2

Game Boy spots, With

games like those, he is

rio, Mario, Mario, This

going to be tough to beat.





guy is everywhere. His original Game Boy adventure is still going

ROID II: RETURN OF SAMUS Strong Player and Pro support keep Samus in the running for first. Even in third [16 1210

place this game still pecks a

The blocks are falling, the

Back on top this month, Super Mario Bros. 3 has

the power to return again and again. Mario is one

blocks are falling! Now that Tetris is sold separate-

15 ASSA FINAL FANTASY LEGEND IT 17 JULY PRINCE OF PERSIA TMNT II: MAX ROW THE SERVES 19 3212 MEGA MAN IN to were proper 20 2392 F-1 RACE

14 ASSES FINAL FANTASY LEGEND

THE SIMPSONS: DEAN THIN CHIP DENKS

6 7254 THE LEGEND OF ZELDA: 1855 7 835 DR. MARIO

10 ASSECTIONAL FANTASY ADVENTURE THE REN & STIMPY SHOW

ASSA BATTLETOADS

12 AM YOSHI

13 ALSE MEGA MAN III

FACEBALL 2000



SUPER MARIO BROS. 3

Kirby holds his position

this morth, working hard to

stay towards the top. Is he



Link's original quest has been on the charts almost five years. That's almost as long as Nintendo Power

has been around?



MONTHS

hitting hard, but it's not butting hard enough to stay on too.

Everybody's favorite little blue warrior is making a run for the top. Mera Mos. topped the Dealers' Pivas

> The re-your of Metroid has started a new interest Samus's fight seginst the Mother Brain.

DRAGON WARRIOR IV AL FANTASY OR MARIO BATTLETOADS

> TETRIS MEGA MAN TO TMNT III; THE HUBBLETON PROJECT KIRRY'S ADVENTURE SUPER MARIO BROS. 2

> > MEGA MAN IT ECA MAN TIT

TECMO NRA RASKETRALI

7FI DA IT: THE HAVESTING OF LINE

NES ODEN TOUDNAMENT COLE TINY TOON AGVENTURES



LOOK FOR THESE RELEASES SOON

ULTIMA: THE FALSE PROPHET

Company	
Suggested Relail Price	569
Game Type	Я

Back in the world of Lord British you find younted united with your companion of eld, Dayer, Isola and Stamins-with your companion of eld, Dayer, Isola and Stamins-Monagor only to find grappyles tranding littlands. As Monagor only to find grappyles tranding littlands, As House and House of the Companion of the





Great depth, an interesting story line, more complexity then providus Ultima games and super music! RPG fanatics should check it out.

■ The overhead view looks almost straight down, so if is hard to see the characters in your purp. Controlling the object cursor can be confusing at first the battle interface controls one awknerd, so well.
(OZ NEWTENING POWER.)

TRODDLERS

Company	Seiko
Suggested Relaif Price	
Memory Size	4 Megabit
Game Type	Strategy ochor

This action puzzle game may recomble Leanunga or different. You find themson a first glasse, our X reality admirated Northeamson for the puzzle of the State of t

Mouse than with the Super NES Controllers.





Good challenge and lots of options including two two-playe options Super NES Mouse competibility Rich graphic teckgrounds.

 Creating blocks with a regular Controller or Super Adventage can be awkward.

SUPER TURRICAN

Seika Supposted Relail Price 549.95 ase Date....... femory Size 4 Megabes Sort action Sci-fi action comes to the Super NES with a venseance in

Super Turricon, Inside your powerful Turrican cyber suit. you'll buttle the machine invasion of the planet Katakis. Although the game is more of a side-scroller than the NES version reviewed in the May issue of Nintendo Power, the action is more balanced. Somer weapons make the same interesting, along with some polished graphics. The weapons can be Powered-Up five times to increase their potency. The coolest attack, however, is the Wheel of Energy, in which you become a semi-invincible spinning blade that can lay mines or throw bombs. In later stages you'll take on alien horrors that look like the slavering creatures of the Alien movies. Expect non-stop action and a real challenge if you plug this Pak into your Super NES.





A terrific challenge in all stages and good graphics

There is no way to sheet upward with your regular bleater, which mets the effectiveness of your attack

WWF ROYAL RUMBLE Excesse Date Ady 1993 Memory Size. 16 Megobits Gome Type. WWF presting proposition

Wrestling has never looked better, or played better! Acclaim's sensel WWF title raises the age-old question. what would become if all those suys got in the rise at once! But that's not all there is to the same. The VS Mode lets you pin your puls in more ways than ever before due to the improved play control and greater number of moves. Learn how the pros make their theorys in





Superb erachies Excellent choics of moves. Superior play controi. Great options! Weasting fans will love of

More wresters and even more special moves would have been nice. Some of the old favorite wrestlers weren't included

DUNGEON MASTER

Suggested Relail Price Release Date.... Memory Size RPG players have another option this month if they take a

look at Dangeon Master. This is a one-player, first-person view quest to defeat the evil Chaos. As in most RPGs using this viewpoint, winding through mazes and making maps are two vital skills. Enemy encounters along the way wield marie and or arms. You'll begin the most by explorine a Hall of Heroes, from which you reinvente a party of four worthy adventurers. Once you're on your way, you'll encounter puzzles and enemies. Foes can be attacked using a simple, well-constructed command system-just point and click at your chosen weapon or spell on the display to the right of the game window. Manipuliting and using objects requires more complex commands on a subscreen. Patient RPG players will find much of interest in this game.





C) Good there and death of play francis use hattle command you tern Wide range of here characters to choose for your party

Mevement in the first occuse view can be difficult and frustrating If at more reasoning is required to find your way through the mazes.) Using and storing dama requires an inconvenient and lengthy process.

RUN SABER upgested Retail Price seoue Dore mary See



Cybores must crush the alies threat to Earth in this action game for one or two players. Fans of Ninia Guidea will feel right at home with the Saber characters who climb up walls, band walk from rails, lean, spin, run, use swordlike weapons and special attacks. The review in this issue of Power will introduce you to a new action challenge.

A super variety of stages keeps interest high. Lots of moves and



Game Type



attacks. Good ofny control. Teamwork in the two-player game adds a special demonstrate Both male and female harnes make this on action na for everyone

The story is as old as video cornes

WHERE IN THE WORLD IS CARMEN SANDIEGO

e Dote Carmen Sandsego, notorious art thief, is back at work,

stealing the great pieces of art and smuggling them around the globe with her V.L.L.E. compatrices. Your job is to track down the criminals many a special crime commuter and your own knowledge of geography and world customs. No part of the globe is left untouched in this edutransment product which is reviewed this month.





A good risk of easy and rifficult clues.

To be successful, you must already have a decent knowledge of

MARIO IS MISSING

....\$64.95 July 1993

Lost artifacts are once again the basis for exploring the real world in this educatement product from Mindscare. Nintendo's famous Super Mario characters appear in a exploration-oriented game, Learn more about Mario Is Missing and the whole category of edutainment products in this month's special Edutamment Review,





facts with some of their favorate characters. Lots of apploring without the chance of being defeated If you're looking for an eduteirment product, you've found at it

you're looking for a Mario game, you may be left scretching your

Bubsy bounces like a rubber ball and winks like someone who knows the low down. He's a wise-cracking. Wootlestomping, furry-faced feline hero. What's more, the come in which this bobcat stars is even more fun than the charismatic character. Big stages with endless twises, sinht ears, trans and fun weirdness are the rule. Bubsy can glide like a bird, jump like a rocket, find warp zones and take any number of routes through each wast stage. Pick





best character octor games around. During high jumps, the multi-background penaltic your can cause havon to your sense of direction and placement, resulting in scene poor landings

ALIEN3

ompony	
posested Retail Pres	
riegse Date	
wesome action with non	stop danger! Ripley crash lan
Fiorina 161, also know	in as Fury. The work prison -
is desolate planet has be-	en overnin by the aliens. Arm

with a flamothrower, machine gun, rocket Lunchers and a tracker. Ripley must find the surviving inmates and corry out eight missions. Computer terminals throughout the base give you mission briefings. You also get to check out the terrain using blueprints before harling Rinley into the action. Once you're in the corridors of the base, expect aliens to come at you from every side, constantly, Ripley's only hope is to find the caches of extra ammo and medical supplies to heal herself as she moves through the huge base. One of the great things about this adventure action is that, although a side-scrolling view is used, you have multiple pathways to choose within each area of the prison base. Ripley can run, jump, crouch and climb, and shoot in any direction. If all that isn't enough, the intro cinema scenes do a great job of transporting you into the future and setting the dark mood of the movie



next month



Great action, executers prophics and sound and a wide variety of missions to keep things interesting. Maybe the best action selventure

since Super Star Wors! There's no mapping feature to help locate your position within the vest mare of the prison compound. Blueprints of the prison can be accessed only at computer terminals or in Nintendo Power's review

head

Company		
Suggested Retail Prize	Nat Ava	
Release Date		
Memary Size	16 Me	
Game Type		
King Jude may be the ultimar	e fighting machine.	

you successfully challenge his champions in the Tower, you'll have the chance to prove he's just a wimp with a crown. Three modes of street-fighting action make Tuff E. Nuff one of the most versatile street-fighting games. The Story Mode includes a password so that you can continue your assent up the Tower at your own speed. The VS. Computer and VS. Man options pit you against another player or the eagre using one of four fighting heroes. The special moves for each character will become stronger and more outrageous after winning three victories. Four levels of special moves (requiring twelve wars) helps keep interest high Graphics and sound in this massive 16 megabit Game Pak are very impressive.





Good graphics, sound, also control and cottons make Tuff E Note. a very well-balanced game. The password feature on the Story Mode is a wolcome addition Four levels of specialty moves that are

The four champions from which you can choose is too lented. ROCKY AND BULLWINKLE AND FRIENDS

Suggested Retail Price Relegge Date . . Ash 1991 Memory Size.

The moose and the sourced from Emultite Falls have a case of art theft on their hands. Beginning in the snowcarped Grimalava mountains with Bullwickle climbing a crembling crae, our beroes must track down Boris and Natisha to recover the mission masterrinees. The prophics look like the classic cartoons, but the same play is limited to simple jumping, dodging and hitting. The game also includes two bonus games with Dudley Do-Right and Sherman & Penhada





The combins and music faithfully considers the look and sound of the cartoon. The bonus staces give players a different look and different play actions. The Continue feature lets you begin at the furthest stage you've reached. The Suggested Rotal Price is very reasonable!

Play control is limited for each character and in some cases is awk. ward. Bullwinkle's ander attack is a limited and awkward offensive move. Hit detection is poor, especially when lumons to narrow plat-

SUPER WIDGET



from the Earth to the rim of the colaxy in order to become a First Class World Watcher. The graphics are rich with large characters, befitting the younger auchence to which the game is targeted. The sample mechanics of play-running, jumping and punching-change as Widget transforms into a dozen different characters. This transformation into odd, but fun characters is the most inventive part of this action same. The specialized characters range from an Octoon Wadget to a Drapon Widget. Each transformation Power-Up appears in a stage where that particular transformation comes in most handy. Throughout the game there are special Power-Ups and bonus suggs. A perfect run through certain stages will take you to a bonus area.

Wideet, the purple apprentice World Watcher, must travel



This is a one-player game with a password



Office colorful errofrice and lets of stages to applice. Widget can transform into fun characters with special attacks. Good also control Poor hit detection. Widget often falls through objects upon which he appears to be standing. Younger players who would otherwise

find this game a lot of fan may find it frustrating because Widget con-

Reported Retail Price July 1993 12 Menneyby Materied war smulahor

The Second World War ranged across the globe, from northern Europe to the sweltering South Pacific. The war in the Pacific covered the largest territory, but most of that was open occurs, so it was a war characterized by naval engagements, Koes's P.T.O. Pacific Theater of Operations recreates much of that historic conflict in incredible detail. As the commander of Jananese or Allied forces, you must make all the strategic and factucal decisions, from them supply of bases to theater-wide ship movements.

\$74.95

History buffs should enjoy the scope of this same, either recreating battles that actually took place using the builtin scenarios, or implementing their own strategies. P.T.O. is the most complex Koei game to date. Anyone expecting a quick and easy war strategy game would do better to look at Super Conflict. But players who are willing to master the intricactes of P.T.O., in spite of its clunky interface, will experience the truest war simavailable on any video game system.





A complex control system utilizing pull-down menus makes the

game difficult to play without a goald deal of practice and patience. Super NES Mouse compatibility is not included, You'll wash it was MIGHTY FINAL FIGHT

oue Date ... Game Type. Scrolling street-lighting octor Scrolling street-fighting action comes to the NES from Capcom, Choose Cody, Gay or Haerer to punch and kick

his way through five stages. This month's Mighty Final Fight review will show you what to expect when the come gets tough.



Non-stop street fighting action. Game control is precise and suick Few special regres are available. No two-skyor sprice.

THE ADDAMS FAMILY PUGSLEY'S SCAVENCER HUNT

\$42.95 one Dofe July 1993 2 Mercers

Pursley must find the hidden members of his family in this side-scrolling action game that closely resembles the first Super NES Addoms Family game, Egger the weird world of the Addamses in this month's review, if you dare,



Storp play centrel and lots of foos and trace will lease action force togging

The graphics are a bit blook in comparison to the beautifully rendered Super NES Addams Fernix games If you've played the promot Addones Family for the Super NES, you can skip this little brother version

BUBBLE BO	DBBLE PART II
ompony	Not Ava
efease Date	
	2 No

More Bubble Bobble action puzzles mean more challenges. This mouth's review looks at the NES sequel to Bubble Bobble.





Greatly improved graphics over the original game. A lasting Although the pozdes ere now, the game play is besically the same as at the original. If you liked the original, you'll like this sequel.

If not, it's said to say you won't find anything new. CARCOVI FIE OUECT II

CARGOTELS	QUEST II
Company	Copcom
Refease Date	July 1993
Memory Size	2 Megabit
Gome Type	Action RPG
Firebrand the Gargoyle returns to	the Game Roy format

where he began. Actually, this game is virtually identical to the excellent NES game that appeared last year. Expect both action and RPG elements as Firebrand fields for the rights of gargovies everywhere, Nintendo Power's review in this issue will help you get started on the quest

A classic come with a wide variety of play, from action to RPG. If you're really into this game, the NES version with its color

graphics is a better bet. T2: THE ARCADE GAME

Company	Accidin
Suggested Retail Price	\$27.91
Release Date	January 1990

Game TypeArcade shook
Put the areade experience in the palm of your hand we this adaptation of the hit areade sheeter. Well, the exper- ence may not be quite the same. Still, fins of the same game will have to master a new challenge in a familia- settine. For a clear back check our this meanth, can

This shooter uses a simple idea, but it's challenging due to the number of targets and the fact that the targets are shooting back The small scrown graphics are dark enough to mote seging

STAR TREK: THE NEXT GENERATION

osted Retail Price se Date..... emory Son. Action simulation

This Game Boy scii.ft simulation outs you in the careaus's sent of the later-day Enterprise. You command Worf, Data, LaForne, O'Brien and Riker. The same takes the form of a series of missions. For instance, you must rescue a Freighter near Rigel III which is under attack from a CLE & PROGRAMMENT RECORDED IN WHICH IN MINOR MARKE HOME.







SUPER NES TITLE	COMPANY	PLAY INFO	FOW	ER ME	ER FA	пна	GAME TYPE
ALIEN3	ACCLAIM	1P/PASS	4.1	3.5	3.8	4.0	ACTION ADVENTURE
BUBSY	ACCOLADE	1P/PASS	4.0	3.2	3.8	3.5	ACTION
DUNGEON MASTER	JVC	1P/BATT	3.4	2.3	3.4	3.5	RPG
MARIO IS MISSING	MINDSCAPE	1P/PASS	2.9	2.4	2.4	2.9	EDUTAINMENT
P.I.O.	KOEI	1P/BATT	2.8	1.8	3.1	3.3	STRATEGY SIMULATION
ROCKY AND BULLWINKLE AND FRIENDS	T*HQ	1P	3.1	2.6	2.5	2.4	ACTION
RUN SABER	ATLUS	2PS	3.4	3.9	3.3	3.4	ACTION
SUPER TURRICAN	SEIKA	1P	3.6	3.6	3.4	3.1	ACTION
SUPER WIDGET	ATLUS	1P/PASS	3.5	3.0	3.0	3.1	ACTION
TRODDLERS	SEIKA	2PS/PASS	3.2	3.0	3.5	3.4	STRATEGY ACTION
TUFF E NUFF	MLECO	2PS/PASS	3.5	3.4	3.3	3.1	STREET FIGHTING
ULTIMA: THE FALSE PROPHET	FCI	1P/BATT					
WHIRE IN THE WORLD IS CARMIN SANDEGO?	HI TECH	1P/PASS	2.8	2.9	3.3	3.3	EDUTAINMENT
WWF ROYAL RUMBLE	ACCLAIM	2P5	3.8	3.8	3.7	3.9	WRESTLING
NES TITLE	COMPANY	PLAY INFO	POW	EK ME	TER JA	nings	GAME TYPE
THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT	OCEAN	1P/PASS	3,0	3,6	3.5	3.4	ACTION
BUBBLE BOBBLE PART II	TAITO	2PA	3.2	3.4	2.9	3.3	STRATEGY ACTION

July 1993

1 Menobil

	011 40111		010	010	0.0	A.O	THE THE T
GAME BOY TITLE	COMPANY	PLAY INFO	POW	ER ME	Rel	INGS	GAME TYPE
GARGOYLE'S QUEST II	CAPCOM	1P/PASS	3.3	3.1	3,3	3.3	ACTION RPG
STAR TREK: THE NEXT GENERATION	ABSOLUTE	1P/PASS	3.3	2.0	3.8	4.3	ACTION SIM
T2: THE ARCADE GAME	ACCLAIM	1P	2.9	3.5	3.3	3.4	TARGET ACTION

PLAY INFO

You can get the most out of your game chart by understanding the categories. Title, Campany and game type are self explanatory. Use this Key to understand Play Infa and the valuable Power Meter rations.

IGHTY FINAL FIGHT

Games are made to be played with as many

RATT - RATTERY

PASS -- PASSWORD

#P - NUMBER OF PLAYERS S - SIMULTANFOLIS A - AITERNATING

as eight players. Some also emplay a battery or possword to save gome play date.

The Pras at Nictendo HQ rate each new game. Rafings are from 1 (poor) to 5 lexcellenti in four different cohegories. G = GRAPHICS AND SOUNI

P=PLAY CONTROL C=CHALLENGE T = THEME AND FU



A LOOK INTO THE GAMES OF THE FUTURE

JAK WATCH

STREET FIGHTER II TURBO

CAPCOM

The game that started a revolution in other video arcades and the home video gaming world return begger, thetter, and badder thins over the Fighter II Turbo, featured as one of the best tills of the year at the recent Summer CES, bridge the outstanding parced on extino of this sougher particle working to the started as the contraction of the started as the started as extinos of this sougher MES. Pill, Warden received the first demo in Warden received the first demo in which the started with the

were obvious. Here's what to expect.

I Turbe combines beth Turbe Mode and the Charapteneship Edition Mode and the Charapteneship Edition Mode in a humon goos 20 Megabit Game Puk—the First 20 Megabit game for the Super NESS 2. The pame pity original SF II, bence the Turbe addition to the manne. The increased speed of the characters and their moves is truly distributed in the play control feels just as solid as with the original Street Fighter III. 3. New spendigm Street Fighter III. 3. New spe

Roll, Dalsini 's Yoga Telport, E. Honda's Super Hip Drop and China Li's Spinning Bird Kick, which can be done high in the air. Also expect to see an overall change in the gash-ics color paletic. Capcom Guidence from the Dalsing of the colors in the backgrounds and characters to give Turbo a fresh look. Of contacters to give Turbo a firesh look. Of contact the owner, and every-thing has charged. The original characters by the colors of the colors

look for this game by fall.













MORTAL KOMBAT

Over the past several months, you've probably heard an earful of rumors about Acclaim's adaptation of Mortal Kombat for the Super NES. The loudest of these myths is that Mortal Kombat will be made into some wimpy shadow of its areade self. At Pak Watch, we thought you should be the judge. Check out these fantastic shots. This 16 Megabit game was programmed by one of the best teams Software, and it shows. Not only are the areade-quality eraphics preserved.

but the dramatic and rather graphic

nature of the same play is virtually

unchanged. Our sources report that

only three moves were replaced. The way this Pak Watcher looks at it, a little variety never hurts anything. Of course, not everyone agrees. There has been talk of some people who are ready to rin out their own spines to prove how cool they are! Seems rather spineless to us! But even more important than the debate over the original game's Fotality Moves is the superior play control and graphics of

the Super NES, which will make this home video came version of Mortal Kember the most fun to play. Now for the encore. Say you're

away from home and some idjet has the gall to opention your Mortal Kombat skills. Sure, you could launch into a Torpedo Push or hurl some Green Flame. But why endanper impocent passersby, nets and private property when you can let your thumbs do the talkme? Hey, be conlized. Dismantle the stork on your Game Boy version of Mortal Kombat! Okay, so the color's limited Still the 2 Merabit Came Boy version of MK has the characters and the abuse. Moves will be controlled with combinations of directions on the

Control Pad as well as with the A and

B Bottogs Both names will be avail-

ACCLAIM













JURASSIC PARK

items and weapons both inside builder, is the great dinosauc graphics and ings and outside in the park Maybe

The biggest adventure in history and pre-history is on its way to your Super NES, Ocean's Jurassic Park person, 3-D perspectives on interior stanes that utilize smoothly scrolling Mode 7 effects. The same, due this fall, puts you in the JP compound where a menagerie of dinosaurs is running loose. Besides defending yourself, you must outwit the conning rentors who are chasing you Cool! Game play includes finding

the coolest part of the game, howev-

digitized sound that will send chills on and down your spine.

OCEAN



TMNT TOURNAMENT FIGHTER KONAMI

Your decisional Pik Wantchen have seen a near of steel righting games over the past year, but Konam's TAMNT Tournsment Pitgher is special in a number of ways. First of all, it has the Tarties. What better character has the Tarties. What better character princes of special gap primited? The game also has Konamis's supporting game also has Konamis's supporting special past processed of the princes and play control. Then, thus is a real departure from the section scrolling Turkies games we've seen in the past. This cost or two player game features four playing modes including, many of the Turkies firment fore like. Casey Jones, Bothead and of course, Sharder, Frailey, Keamis in satisfy, Keamider, Teilay, Keamis in satisfy, versions of the game for both the NISS and Super, NESS. Lock for them this fall. Other Keamin news ascludes Botheam: The Annaneed Series and Botheam: The Annaneed Series and Movie Matters for Game Boy, both shown below. The second Tay Toon game places Buster Bunay in movidend. Each stage (purdoes the pun's it really a stage in Hollywood. Centrolling utility Basines or Kohen, you'll buttle frive of Gothean's Kodeles in the Game Boy Bammer. He was the Case Boy Bammer. He from Konami is the third TMNT Game Boy sequel, due out by the end of the year. We'll have more to show you on this game in the near future.









MINTENDO SPORTS NEWS

Video hockey may never be the same once this game hits the consideration is using the same development team that created NCAA Basketball to program this 16 Megabit game for the Super NIS. Megabit game for the Super NIS. Megabit game the super this participant of the super NIS. The super super the super NIS. Mean the super super the super su

thus in NCAA, there is an audience, are all somewhord, great sound, and the NHL license with all the NHL team logue, Options will include a baste mode that eliminates penalties, full season schoolates or play-offs, battery backed up memory and a special slow-me instant replay. Like NCAA Basketball, you have the feeling of really being involved in the action—and this action is even. In the contract of the contra

you pluy NHL Stanley Cup, you will be a believer? The big news doesn't stop there for Nintendo sports games. Ken Guffey Jr. has signed on along with Major League Baseball in Ken

the org flows open using there for Ninitendo sports games. Ken Griffey Jr. has signed on along with Major League Baseball in Ken Griffey Jr. Presents Major League Baseball Oddly enough, the game is being programmed in England. Baseball experts from Nintendo of America and Major League Baseball, along with Ken Griffey Jr. are responsible for making the same responsible for making the same







MEGA MAN X

More Mera Man action is on the way from Cancom, in fact, more Meea Man security are due this year than you might believe. The biggest news by far is the coming of Mega



formidable robotic cormins to be conquered. Also on the way are Mena Man 6 for the NES and Mena Man 4 for Game Boy.

CAPCON







WAYNE'S WORLD Warrage dreams of the ultimose awinas in this Game Boy action game. Good

els. The nearly completed version received by this Purveyor of Pak Wisdom featured lots of musical parachemelia, Doughost Shop Borus





along. The music rocks pretty well for Game Boy, as well, ToHO is also working on multiple Ren & Stimey asmes for the Super NES, each game being based on different emsodes of

AND THE LAST CRUSADE



graphics and music add a lot to the

standard hopging, shooting and kick-





INDIANA JONES

Ubi Soft may not be a familiar name. but the company is certainly familiar with earnes based on George Lucas' movies, having produced versions of Star Wars and The Empire Strikes Back for Capcom Now they are bringing out Indiana Jones' greatest adventure-the search for the Holy Grail! The movie contains dozens of potentially great action sequences. and most of those scenes are being Coronado's Cross in the caves then

grown Indy ones to Venice, rescues his dad in Brunwald Castle, has a bottle in the surship, and finally enters the Grail Temple. An early look at



LIBI SOFT whip-cracking. Ubi Soft, in another BIG licensing move, has acquired the rights to make John Marking Foreball



PAK WATCH UPDATE-

This summer's CES in Chicago proved to be one of the biggest cut of rovideo game fams. Not only thin they get a first hand look at the biniset games coming our for the Super NES, NES and Game Boy, they also get to meet collections and enter game competitions. Pak Watch has already covered most of the show supports, but here's a look at a few more exceptional fittles that will be coming your way this fail.

A year and a half ago. Domey's Bennyt And The Bent won more Accidently Awards then any animated film in rooten memory. Now Healthow's Bennyt And The Bent for the Spert NeSt may be positioned to make gains the gain to great the Spert NeSt may be positioned to make gains the gain of development continues with a release date target of Averoubler. Hadon also showed Filst. The Cat for Game Boy, and they showed that a great game can be just a good on different systems. This Pack Cat downs, the whole Filst defined was even better mated for the small screen, and the dismer was even better mated for the small screen, and the play control in just me good at it was on the MSS were the play control in just me good at it was on the MSS were

Capons pat forth a Hercitane line-up of tiles including. Sorre Fighter II Tube, Alladin and Maya Max (their 8x, the lenter, not ten) but in all the hoopks not much was hard about Good Troop. Nel Warks is here to set the record straight. This is a fus, well-designed action game that lets your find and use all sorts of titure. Weeking as a team with two physes, who must solve puzzles and explore a very Diseasyst words, provides a new user of cooperative fool that you don't get from shoot on ups file the classes. Contra and Double Drappe games, it's also an excellent one player.

game and should be averable or by the first an execution one payer game and should be averable or by the first some some big notes as it was unveiled for the first time, FX Teax (a name that may change) is a unique rating game in which you're controlling a buggle-type our that case flatton their



vertically or herizontally in squeeze through narrow passages in the road. The S-D polypin graphics may remain fans of Star Fox, but the play and speed is exceptionally suigine. The CES version of Trace wasn't 100%, but Puk-Watch will bring you the latest faces and platests on this spine as they become available. Natterolo intends so release Tract by this December.

Another except generate the been wave official court crash was 'I radiovate'; solition Super Coff Acad The Bays or was 'I radiovate'; solition Super Coff Acad The Bays the couplest off root termin in North Model and some the couplest off root termin in North Model and some states, and the super companies of the couplest of the parameter, entire, publishing the copy inverse and designed parameter (as the property of the couplest of the spense in that you can state different tracks some the docum's a crash that you can state different tracks some the docum's area that you can state different tracks some the docum's area was also also also also also also also and the property of the property of the property of the super tracks and such as the property of Model. And we William is the perfect variety for property of Model. And we William is a super constraint of property of Model. And we will have a constraint of the property of the constraint of the super Coff Model. And we William is a constraint of the constr













PAR WATCH

FUTURE GAMES

SUPER NES

GAME BOY

NES

ledices Jones & The Last Crusade	Fell 1
Jeressic Perk	Summer 1
Maga Mon 322	Fell 1
Nigel Measell's Reging	Summer'
TMKI Toursament Fighter	Fall 1

Cool Spot from Virgin Games finally arrived at the Pak Watch desk just before CES, giving your Pak Poppers a chance to hop and bop on the spot. The name was well cho-

son, since this game is totally cool. Cool graphics, excellent control and animation, fun action and moking music. Our colpetive Pok Watch shades our off in salute to the seam at Virgin who have been working on this game for more than a year. It was worth it. It's also worth the wait for players who can get their hands on it this fall. Young Merlin, also a Super NES title scheduled for release this fall from Virgin, features overhead adventure action with tentilic graphics. Gometek's Family Fend is due early this fall. This may be

the easiest of Gametek's television come shows to learn and play. It's also a lot of fun for one player, two players, or even entire feudine clans! One of your Pak Watchers demanded the return of Richard Dawson, but Gametek wisely ignored him and let the ope-time game show host remain in much approcisied anonymity. Another offering from Garretek that received less attention was a Game Boy Pok called Pinhali Dreams. Three smort little piriball games are combined in this title, which features a very true perball feel and precise pandle

yearle control that can and up in "Tilting" the came and locking up the pad-



Teemo unveiled its long awaited Super Teemo Bowl for the Super NES exclusively to Pak Watch. The game retains mony of the best-selling

features of the NES title including lots of game options. Included are two-player simultaneous, coaching, and full-season modes. In fact, there are three season's worth of NFL schodules to play, if you have the stamina, Teemo's NFL license also includes the names and stats of NFL players

NFL Quarterbeck Club from Acclaim is another grid iron entry coming this fall for the Super NES. The game features ten of the hostest arms in the NEE, which you can draft to lead your favorite team in the NFL.



STREET FIGHTER II TURBO Capcom's big news from the Summer CES as here next month Catch all the fast and furious action of this high-powered version of Street Fighter II. All the Fighters, all the Besses, twice the speed.







ALIEN³

Ripley is on a search and destroy mission in next month's issue of Nimendo Power. Race through the Fiorina Work Correctional Colony to defeat the minions of the Mother Alien. Out of this world action?







JURASSIC PARK

The Giant Dinosaurs rule the terrain of Jurassic Park. It's your job to keep them there. Catch the NES and Game Boy cames based on the block buster movie in the next usue of Nintendo Power







THE NEXT GENERATION

Command the crew of the U.S.S. Emerprise on deep space adventures, it's your mission to explore new worlds and holdly on where no player has some before. Make it sol-











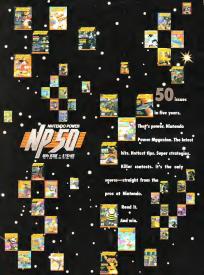














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